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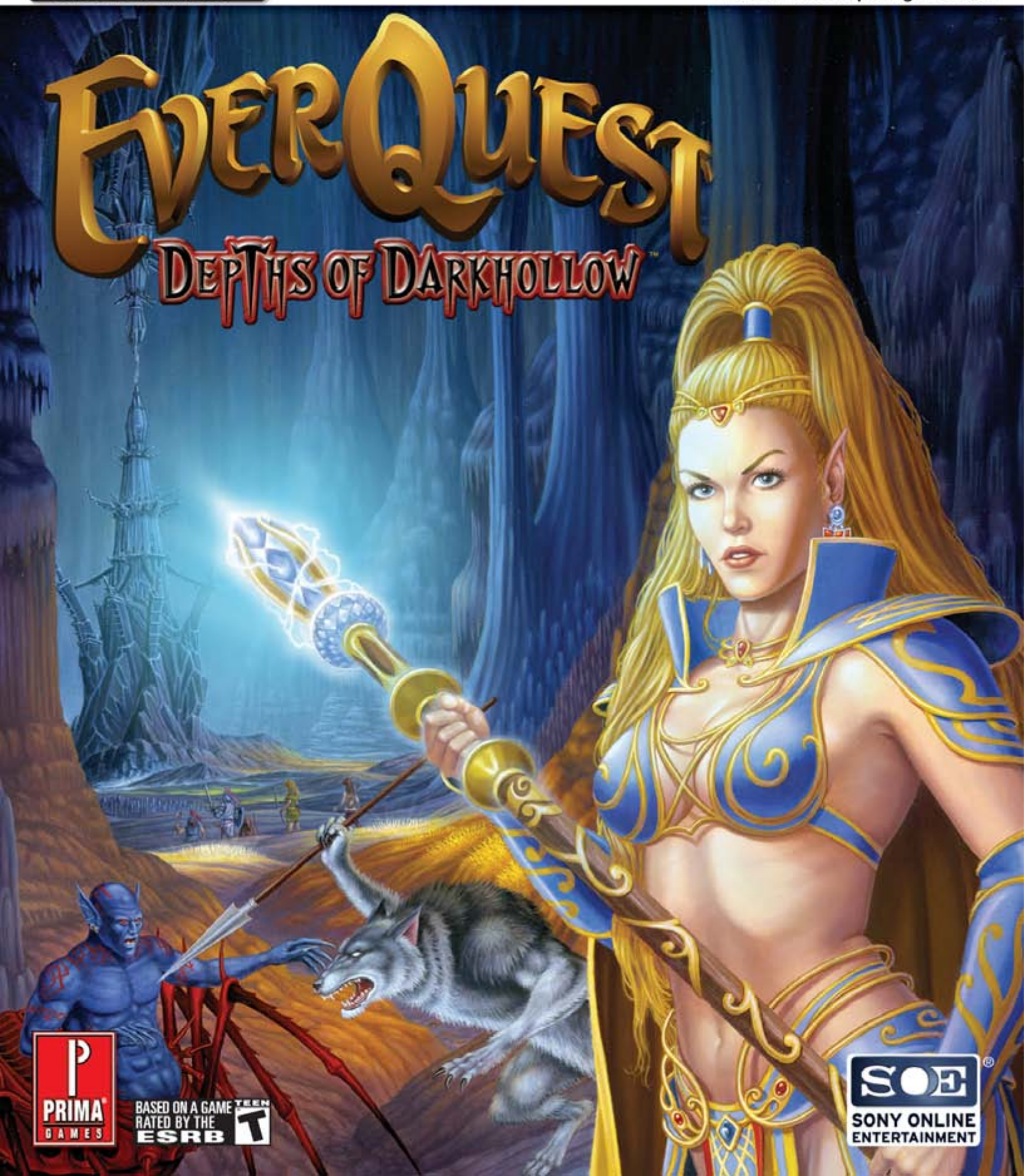
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EVERQUEST

DEPTHS OF DARKHOLLOW™

PRIMA Official Game Guide

Eric Mylonas

Prima Games

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TABLE OF CONTENTS

EXPLORING A WHOLE NEW WORLD	2	THE SEARCH FOR CORAL	38
THE BASICS	3	LEARNING THE POWER	39
MISSIONS	3	DISCOVERING THE SECRET	39
UNIQUE MONSTER MISSIONS	3	TAKING CONTROL	40
SPIRIT SHROUDS	3	KORLACH, THE DEEP LEVIATHAN	40
SPELLS AND TRADESKILLS	3	A ROGUE'S TRUST	41
ALTERNATE ADVANCEMENT ABILITIES	3	SCOUTING THE CITY	41
ZONES	4	BUILDING IN DISGUISE	42
MINES OF GLOOMINGDEEP	5	THE SEARCH FOR ILSURAS	43
NEKTULOS FOREST, SHADOWED GROVE	8	THE RAGE OF KELLIAD	43
CORATHUS CREEP, CORATHUS MINES	8	THE LOST NOTEBOOK	44
STONEROOT FALLS, UNDERSHORE, CAVERNS OF THE LOST	12	CAVERN BOTANY	45
DRACHNID HIVE, THE HATCHERY,	17	THE SEARCH FOR CLUES	45
THE COCOONS, THE QUEEN'S LAIR		RESCUE CICERO!	46
RUINS OF ILLSALIN, ILLSALIN MARKETPLACE,	24	THE LOST GNOMES	46
NARGIL PITTS, TEMPLE OF THE KORLACH,		HIDES YOU SEEK	47
LAIR OF THE KORLACH, PRINCE'S MANOR		SPIES LIKE THEM	47
THE REIGN OF ILLSALIN, THE GLADIATOR KING (4500)	24	SABOTAGE!	48
THE FALL OF XILL (5200)	25	FREED AN ELDER	49
SHADOWSPINE	27	THE ORB OF SUBVERSION	49
SPORALI CAVERNS	29	A PLEA FOR HELP	50
SNARLSTONE DENS	31	TRAILING LONGSHADOW	51
DREADSPIRE KEEP	33	CONFRONTING A TRAITOR	51
QUESTS	34	FIND FIBBLEBRAP 1: THE MINES	52
PREEMPTIVE STRIKE	34	FIND FIBBLEBRAP 2: LOST CAVERNS	52
PRAETORIAN GUARD	34	FIND FIBBLEBRAP 3: THE HIVE	52
FLIGHT OF THE SEEKER	35	FIND FIBBLEBRAP 4	53
INTO THE SHADOWS	35	FIND FIBBLEBRAP 5	53
HARVEST OF THE DEEP	36	MONSTER MISSIONS	56
LAST OF THE LEGION	37	GENERAL TIPS FOR ALL MONSTER MISSIONS	56
THE LAST MIGRATION	37	MONSTER MISSIONS	56

BUTCHERBLOCK—THE POISONED FLOUNDER	56
CORATHUS CREEP—SPORAL MIND MELD	56
EAST COMMONLANDS—A GRIFFIN'S PLIGHT	56
HIGHPASS—PICKCLAW'S REVENGE	57
HIGHPASS—STORMING THE KEEP	57
INNOTHULE—THE REVOLT	57
LAVASTORM—DEFENDING THE LAIR	57
LESSER FAYDARK—BROWNIES OF DOOM	57
NEKTULOS—QUEEN NOK NOK'S TOMB	58
NEKTULOS—THE RESCUE OF VODRAK	58
OVERTHERE—THE FALL OF SHISSAR	58
STONEBRUNT MOUNTAINS—THE KEJEK TRIALS	59
STONEROOT FALLS—INFILTRATING THE HIVE	59
STONEROOT FALLS—THE ACCURSED BOOK	59
UNDERSHORE—DEFEND THE CAVES	59
UNDERSHORE—DEFENDING THE GROVE	59
UNDERSHORE—PROGENITOR	60
UNDERSHORE—REMEMBRANCE (1/2 GROUP)	60
UNDERSHORE—SHADOWMANE INVASION	60
UNDERSHORE—SHILISKIN SUBTERFUGE (NORMAL)	60
UNDERSHORE—SHILISKIN SUBTERFUGE (HARD)	61
UNDERSHORE—THE FALL OF ILLSALIN	61
UNDERSHORE—WAY OF THE FREEMIND (1/2 GROUP)	62
UPPER GUK—TRAIN!	61
APPENDIX	62
ABILITIES	62
BARD	62
BEASTLORD	63
BER	65
CLERIC	66
DRUID	69
ENCHANTER	69
MAGICIAN	71
MONK	73
NECROMANCER	75
PALADIN	77

RANGER	78
ROGUE	80
SHADOWKNIGHT	81
SHAMAN	83
WARRIOR	84
WIZARD	86
ALTERNATE ADVANCEMENT ABILITIES	88
BARD	88
BEASTLORD	89
BER	91
CLERIC	92
DRUID	95
ENCHANTER	96
MAGICIAN	99
MONK	101
NECROMANCER	102
PALADIN	104
RANGER	105
ROGUE	107
SHADOWKNIGHT	109
SHAMAN	110
WARRIOR	112
WIZARD	114
MONSTER STATS BY ZONE	116
CORATHUS	116
DRACHNID HIVE	116
DREADSPIRE	116
EAST KORLACH	117
ILLSALIN	117
WEST KORLACH	117
WEAPONS, ARMOR, AND MISCELLANEOUS ITEMS	118
WEAPONS	118
ARMOR	118
MISCELLANEOUS ITEMS	122
SPIRIT SHROUDS	124

EXPLORING A WHOLE NEW WORLD

As Ak'anon Expedition 328 miners set about their normal duties, a seemingly innocuous wall is broken—a barrier between one world and another—unleashing a devastating evil onto an unsuspecting world.

Welcome to *Depths of Darkhollow*, the latest expansion to the world of *EverQuest*. Unlike other expansions, *Depths of Darkhollow* takes you to corners of the world you've seen only in your nightmares. Challenging missions, foes of unparalleled ferociousness, and a unique form of fighting using Spirit Shrouds combine to form a truly unique gaming experience.

The pages of this guide help you in your quest. Familiarize yourself with all the quests, laid out in a step-by-step format to eliminate any confusion, and maximize your success. Monster stats and item descriptions, complete with all the gritty details, are also provided.

Gather your group of fellow adventurers and prepare to face a whole new experience.



THE BASICS

The following pages give you the basics you need to help you in your upcoming trials.

Nothing beats actual experience (and the feel of a newly won blade held in a tightly clenched fist), but you would do well to gain some knowledge to help you obtain that experience.

Other chapters contain more detailed information on the missions and items this expansion has to offer. The basics covered here give you a global view of what's to come.

MISSIONS

Over 60 new missions are available in *Depths of Darkhollow*. Beginning a mission is as simple as hailing the NPC noted on the mission detail. If your group meets the minimum prerequisites, the NPC may either immediately port you to the location where the mission takes place or allude to the location of the instance by noting the direction on your in-game compass. Simply follow the compass direction to reach the entrance of the mission instance.

As you complete each task of the mission, you are notified with the appropriate in-game message. Whether you are to slay a specific number or type of mob or collect drops off slain enemies, collection by all members of your group is shown in the quest details.

Once the mission details have been satisfied, return to the NPC that offered the mission to receive your reward.

UNIQUE MONSTER MISSIONS

This feature allows you to play very specific missions as creatures. As with the standard missions, speak to the quest-giving NPC to begin your assigned tasks. However, in these missions, when you zone into the instance, your physical appearance is that of whatever creature you chose to play. Each of these missions has a set of creatures appropriate to each quest.

It is very important to note that the only spells, skills, and abilities available during the mission are those spells attributable to your Alternate Advancement Skills. When the creature box is open, you see the skills available to you for the creature you have chosen. In addition, even your most-equipped toon is stripped to the bare bones as you play in Spirit Shroud mode. Armor, weaponry, etc. are provided as appropriate for your chosen creature.

Unlike the Spirit Shroud, in the Monster Missions you are only using a creature's body for the duration of that mission. Once the mission has been completed, you revert to your old self, leaving your animal side behind.

SPIRIT SHROUDS

One of the most unique features of *Depths of Darkhollow* is the Spirit Shroud. This feature allows you to adventure with your friends of any levels. Spirit Shrouds allow you to play as a creature at any level below your own, so now you can join your friends in a group, regardless of each member's level. While in Spirit Shroud form, you earn experience for your normal character, as well as increasing the experience of your Spirit Shroud.

Once you choose to play as a Spirit Shroud, you can select a monster with whatever capabilities your group may be lacking at the time. Short a healer but you have one too many tanks? Then have one of your tanks choose a Spirit Shroud with healing capabilities. Your character retains the Spirit Shroud until you choose to switch back to your conventional form.

Another major feature of the Spirit Shrouds is their ability to morph into more powerful creatures as they rise in level and become stronger as they gain more experience. While entry level creatures may only be able to cast spells to regenerate hit points for themselves, as they grow in experience, their abilities grow as well, allowing for group spells and more powerful casting. The more you play a Spirit Shroud, the more formidable it becomes, and the more powerful abilities are unlocked.

SPELLS AND TRADESKILLS

It wouldn't be an *EverQuest* expansion without a plethora of new spells and tradeskills to enhance the strength and power of your character. Read about all the new and exciting spells and tradeskills available to you.

ALTERNATE ADVANCEMENT ABILITIES

Even more abilities are available in this expansion that deepen your character's skills and hone its talents, resulting in devastating crits or superior casting. Fully explore these new abilities for maximum results.



ZONES



MINES OF GLOOMINGDEEP

The Mines of Gloomingsdeep is a tutorial zone designed to introduce *EverQuest* to new characters. Your character regains consciousness in a small jail cell next to a barbarian named Arias. As you stagger to your feet, you realize that he is talking to you.

"Relax for a moment. I just set your ribs back into place after the kobolds left you here. You're lucky to be alive. You still look a little dazed, my friend. Why don't you take a moment to get your bearings?"

Now that you've discovered the chat window and movement controls, the tutorial progresses to interaction with NPCs (nonplayer characters). Arias suggests escaping together, and that sounds like an excellent idea. Say, "I want to escape," to join forces with Arias and escape the kobold prison. You receive your very first mission, "Jail Break!"

Arias has already worked open the lock to your cell, but he broke his chisel in the process. To breach the final door to the outer mines, you need the key from the Gloomingsdeep Jailor. You need to kill the Gloomingsdeep Jailor, take his key, and give it to Arias. Soon, you'll be tasting fresh air.

After defeating the Gloomingsdeep Jailor with the help of Arias and looting the key, your character gains enough experience to make the next experience level. Welcome to level 2.

"Shh, you hear that commotion? It sounds like a slave revolt has broken out elsewhere in the mines. That must be why we were left alone here with the jailor. Hurry, let's find the rest of the slaves."

At this point, Arias leads you deeper into the Gloomingsdeep Mines, where a slave rebellion is underway. The outnumbered slaves could surely use your help, and you have much more to learn from them.

You have now been given two new quests, "Basic Training" and "Rally with Rahtiz." If you want to learn more about *EverQuest*, complete the basic training provided by speaking with Arias. Otherwise, if you're ready to start fighting for the rebellion, speak with Guard Rahtiz. For new players, it is strongly recommended to complete the entire tutorial first.

Arias introduces you to the Find command. This is useful when trying to locate a certain NPC in large zones. You can use the Find command to quickly find the rest of the people you need to speak with to complete your basic training.

Absor deals with weapons and teaches you how to open your inventory and equip weapons. If you hand him your sword, he makes it better by sharpening it.

Vahlara explains the benefits of armor and gives you a piece of burlap armor with which to protect yourself. She'll make you more pieces of armor if you can bring her pieces of Gloomingsdeep Spider Silk from the mines beyond.

Xenaida teaches you about using the in-game maps and asks you to find some mushrooms for her so she can finish a healing potion for the wounded slaves. Follow the directions marked on the map to locate a mushroom for Xenaida and bring it back to her.

Rytan teaches you about songs and spells. If you ask to be blessed, he casts a beneficial or "buff" spell on you called Gloomingsdeep Guard, which increases your hit points and armor class. If you're a caster or Bard, he also gives you a level 2 spell or song to memorize and shows you how to scribe it into your spell or song book.

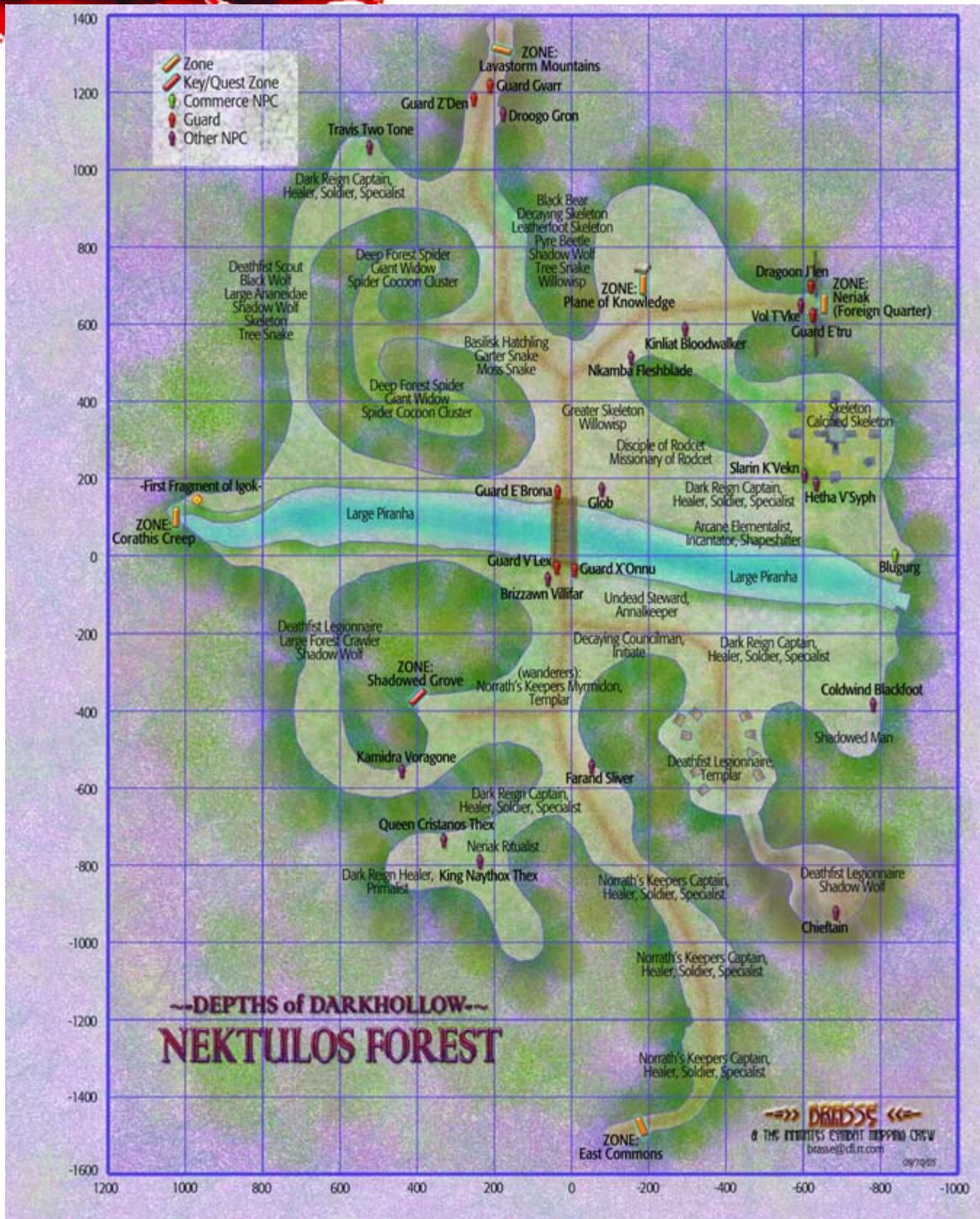
Prathun recommends grouping with other adventurers to increase your chances of survival, and he teaches you how to communicate with other players within the game.

When you've finished speaking with Prathun, hail Arias again and let him know you've finished your training. Arias congratulates you on finishing your training and gives you a Kobold Skull Charm as a reward. Equip the charm, then speak with Guard Rahtiz for your next assignment.

"The vermin infesting these tunnels threaten our scarce provisions. If you want to help our revolt, start by clearing the tunnel beyond of rats and bats. Speak with Vahlara when you've finished your hunt, and she will reward you with a pair of stitched leggings. They're not much, but they're all we can spare right now."

Clearing the Vermin Nests is your first real mission. Of course, the slaves wouldn't trust a greenhorn with too big of a job, so you just protect the food supply from rats and bats to start. Once you've completed the tasks set before you, speak with Vahlara in the slave revolt camp to receive your reward. Optionally, you can also speak with Wijdann to sell any loot you found while clearing out the vermin.

Once you've rested up, speak to the guards again to receive new and more challenging missions.





NEKTULOS FOREST, SHADOWED GROVE

Nektulos Forest is a heavily shadowed forest shrouded in dark mystery. While it is home to the usual critters one would expect in a forest (such as wolves, bears, and insects), it is also held under the rule of the Tier'Dal race and the cavernous city of Neriak.

There is one road running north/south throughout Nektulos Forest. The southern entrance opens out into the East Commonlands near the human city of Freeport. The northern entrance opens upon the volcanic and inhospitable mountains of Lavastorm. The single fork along this road branches to the east and leads to the Tier'Dal city of Neriak, which is heavily guarded by elite warriors, the Dragooons.

A river running east/west through the forest prevents access to the northern half of the zone, unless you are willing to brave the piranhas in the dark waters or dare crossing at the bridge that is heavily guarded by Tier'Dal warriors.

South of the river is dense grove of trees known simply as the Shadowed Grove. Adventurers brave enough to enter this dark heart of Nektulos Forest will discover the remains of Queen Nok Nok.

Not far from the entrance to the Neriak Foreign Quarter is a book placed upon a pedestal, which acts as a portal to the Plane of Knowledge and New Tanaan. There is also a small arcane pyramid that knowledgeable wizards can use to teleport directly to the Nektulos Forest. At the western edge of the river where the water flows underground lies the entrance to Corathus Creep, the first cavern in the vast underground caverns known as the Depths of Darkhollow.

The air in the forest has taken on an even more dark and somber hue lately. On the breeze that creeps between the trees, a chanting can be heard that chills the soul. A grim magic has taken root in Nektulos, and it is growing each and every day.

CORATHUS CREEP, CORATHUS MINES

AK'ANON EXPEDITION 328 (5100+)

About a century and half ago, King Ak'Anon sponsored a drill expedition to seek out mithril deep below the Steamfont mines. Unfortunately, Ak'Anon Expedition 328 was fraught with disaster. Its members were the first to use the great new invention, the Burrownizer, a powerful drill that could dig deep into the earth, carrying gnomes and clockworks within it. During the expedition, far below the surface, the Burrownizer's rubble-sweeping

mechanism jammed, leaving the craft unable to maintain a usable tunnel in its wake. The gnomish engineers soon realized that the only way to go was down, so that's where the drill expedition went. The gnomes traveled for two and half years at a 15 degree downward angle before eventually crashing into Corathus Creep in Darkhollow.

The gnomes calculated that they were somewhere under Antonica, likely beneath the Nektulos Forest. Their drill was hopelessly smashed, and they had no way to contact the surface. Soon the gnomish scientists began their lives as castaways. One by one, they fell victim to the various hazards of Darkhollow. Those who survived were forced to augment their failing bodies with salvaged clockwork parts until the gnomes were almost completely mechanical. Through the magic of tinkering, most of them managed to retain some of their personality and memory in Fibblebrap gems, named after the gnome who invented them. These gems, placed into the heart of the clockwork, served to keep the gnomes' souls alive as they waited for word, existing as what they called gnomeworks. But as can happen when tinkering, the result wasn't perfect.

The miners of the expedition began to show strange behaviors after some time. These miners, called the Creep Reapers, have all but forgotten their gnomish heritage and have instead focused on mining corathus. Perhaps it was the influence of the corathus mineral, or perhaps it was their willingness to surrender their biological parts so quickly, but the Creep Reapers have adopted a somewhat relentless and remorseless approach to mining. They attack anything that enters their mines and often work themselves to malfunction. The Creep Reapers detest the other survivors of Ak'Anon Expedition 328 who have chosen not to help toil in the mines.

Corathus Creep is the introductory zone to Depths of Darkhollow. Originally discovered by the surface-dwelling Ak'Anon Expedition 328, here you find a few of the expedition's survivors who are willing to share some of their tales. You also find a few of the sporal, a form of sentient mushroom.

Beyond the area of Corathus Creep inhabited by the gnomeworks, the region is largely hostile. So be wary when exploring, especially when near the water, as dangerous creatures also lurk within the river.

The Corathus Mines are largely overrun by the Creep Reapers, miners completely lost to a relentless need to mine the corathus ore. They are quick to attack anyone who enters the mines. The mines are also infested with the usual underground critters, such as bats, giant larvae, and basilisks. Take your time when delving into the mines to ensure the safety of your own expedition. You wouldn't want to meet the same fate as Ak'Anon Expedition 328.





STONEROOT FALLS, UNDERSHORE, CAVERNS OF THE LOST

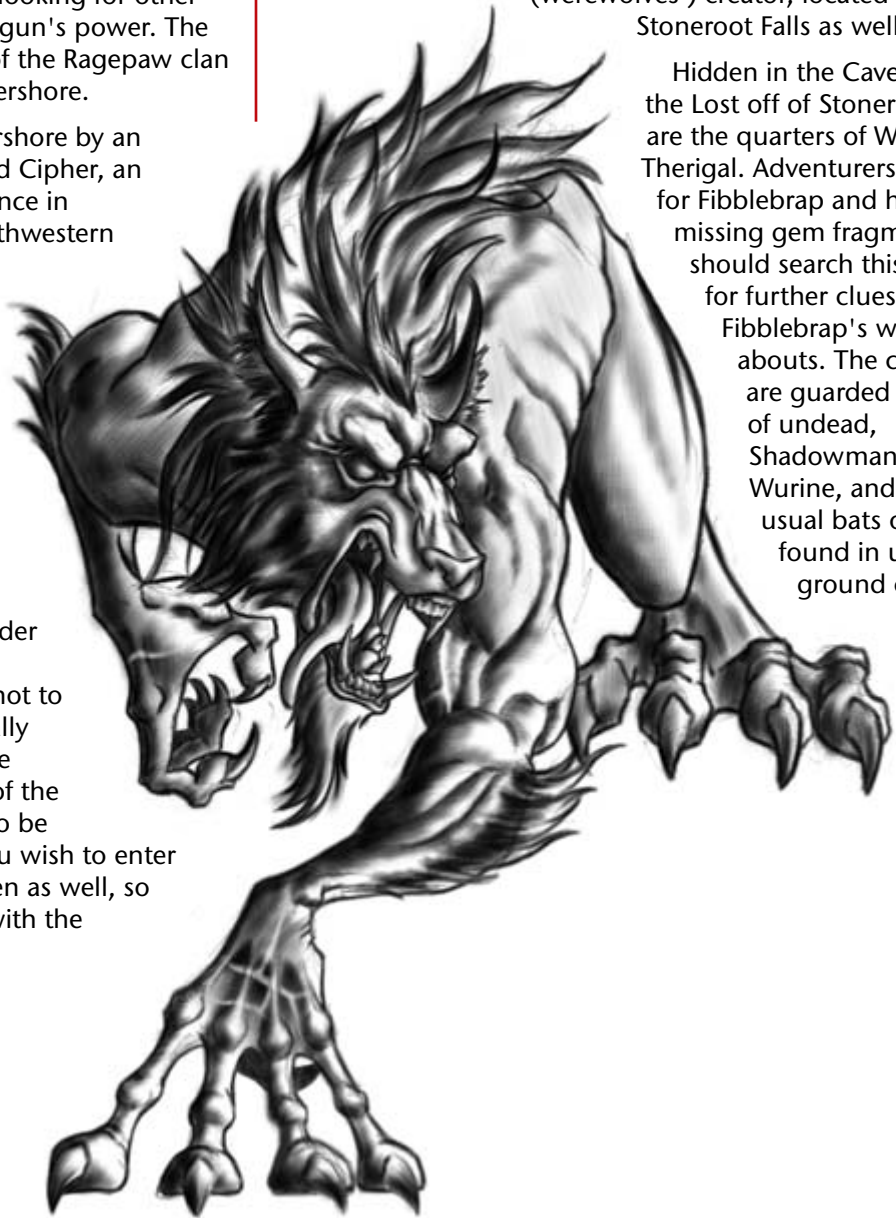
Beyond Corathus Creep is the vast area known as Undershore. The few surviving Shiliskin refugees from Illsalin have retreated to Malgrinnor, the fortified outpost along the Undershore. Here, you find Jarzarrad the Prophet and other Shiliskin that provide you with history of the Shiliskin Empire and ask for your help in looking for other survivors and in thwarting Emperor Draygun's power. The entrance to the Snarlstone Dens, home of the Ragepaw clan of werewolves, is also located off of Undershore.

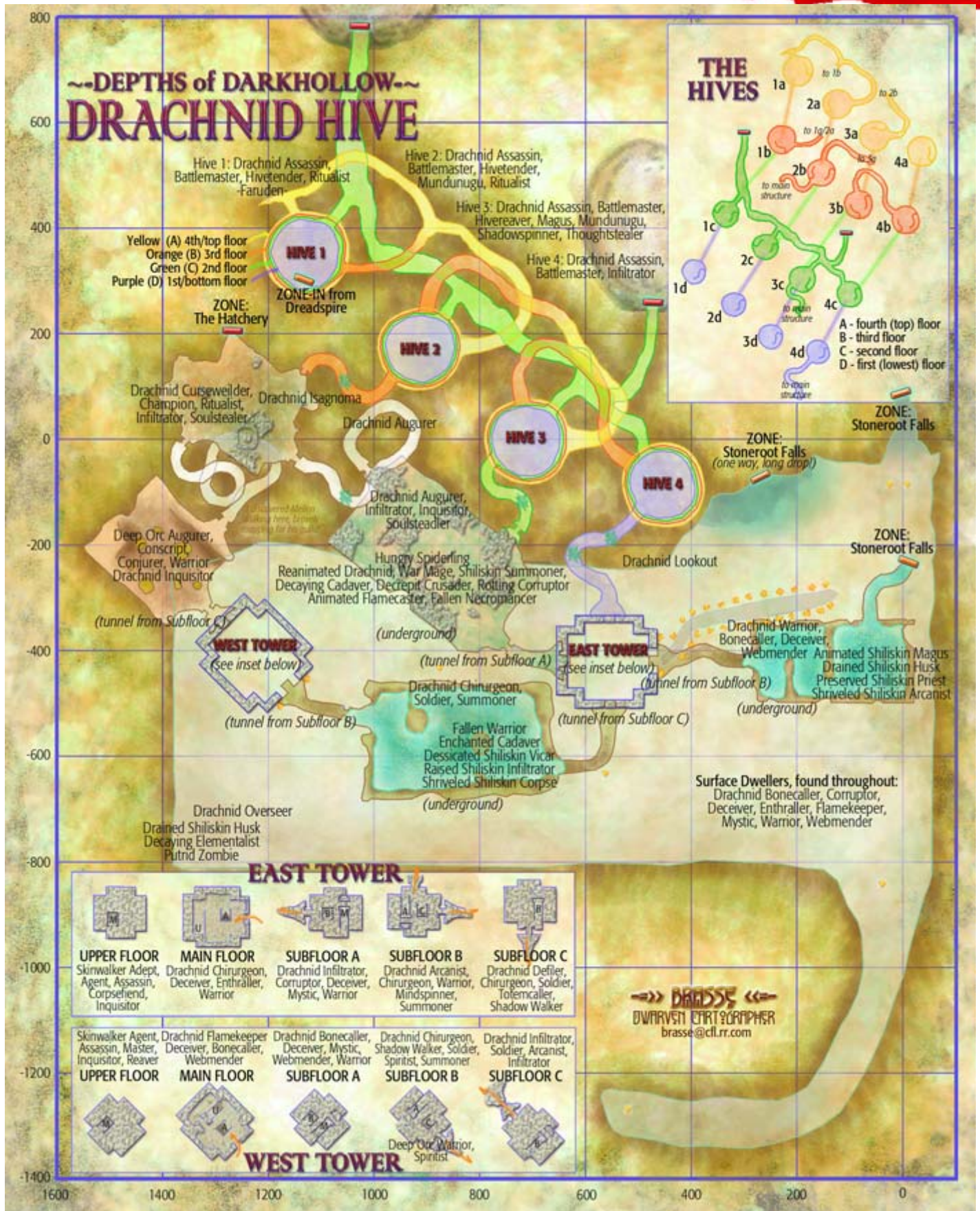
Near the southeastern corner of Undershore by an immense waterfall, you find the Freemind Cipher, an intelligent sporal that needs your assistance in rescuing one of its sporelings. In the southwestern corner is the watery passage to the Ruins of Illsalin. To the far west near a second immense waterfall is the entrance to Stoneroot Falls. The Undershore region is largely hostile, other than for a few small outposts controlled by potential allies to adventurers in Darkhollow.

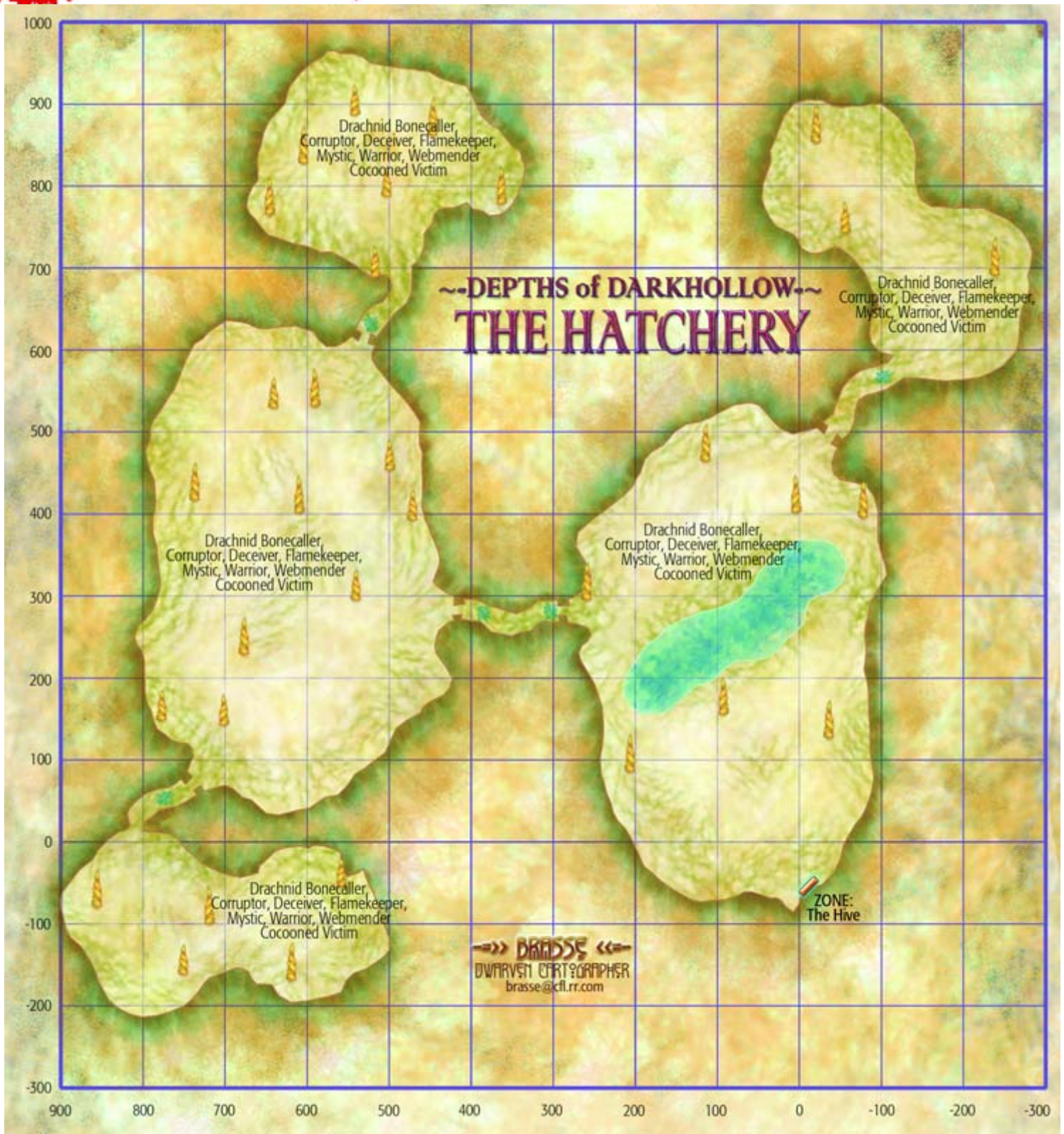
Stoneroot Falls connects to two other parts of Darkhollow besides Undershore. To the north, you find the Lair of the Korlach. The Korlach is the ancient defender of the city of Illsalin, but he is no longer controlled by the Shiliskins. Be cautious not to wake the sleeping leviathan, or you'll really find yourself in hot water. To the south lie several entrances to the Hive, the home of the Drachnids. It is well guarded, however, so be prepared with a show of force should you wish to enter here. A couple of the entrances are hidden as well, so you may be able to sneak into the Hive with the proper amount of caution.

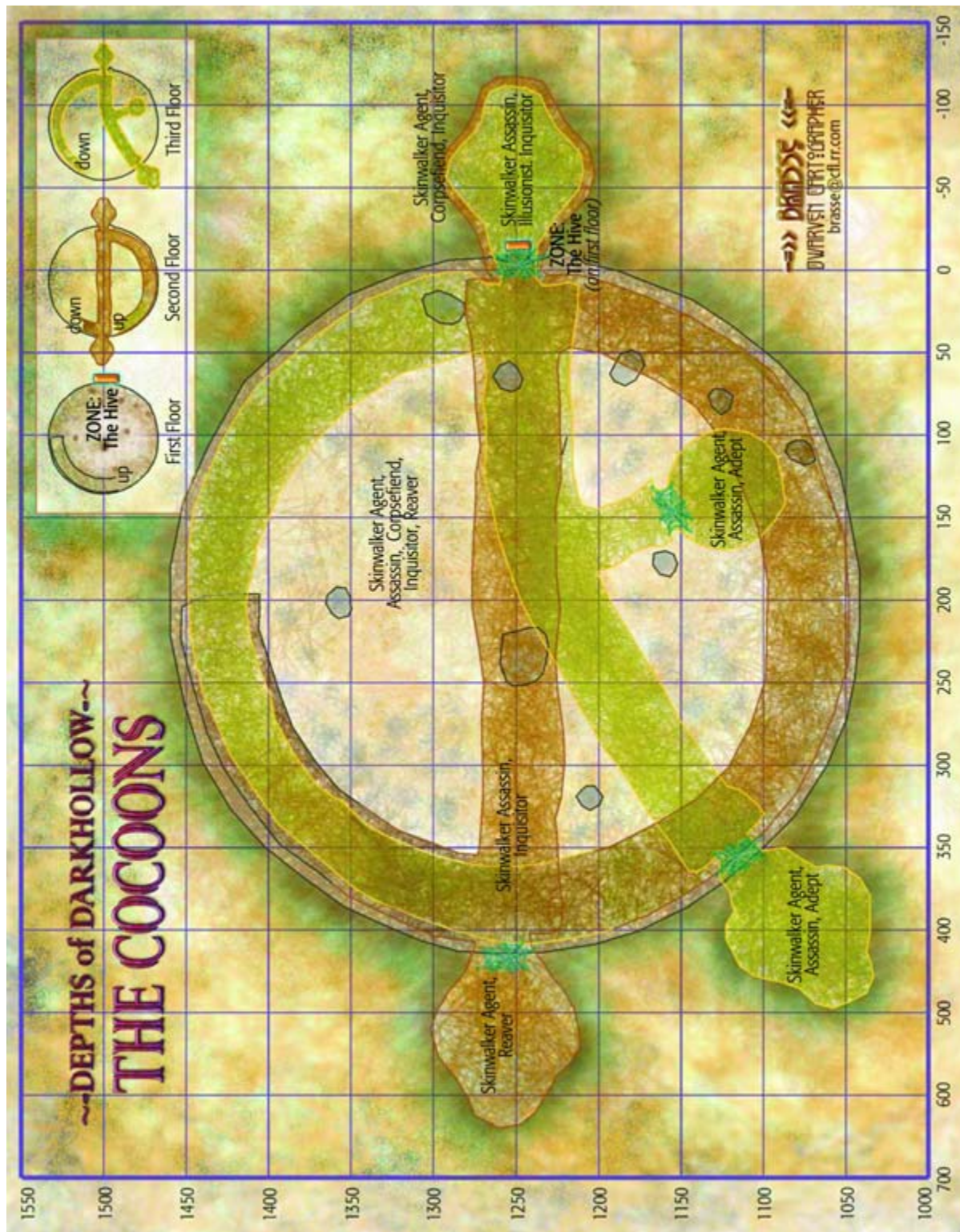
On the western half of Stoneroot Falls is the Shadowmane werewolf territory. The Shadowmanes are the matriarchal faction of the Darkhollow werewolves and prefer a more spiritual and sophisticated lifestyle than their Ragepaw brothers. There is a Shrine to Wuria, the Wurines' (werewolves') creator, located in Stoneroot Falls as well.

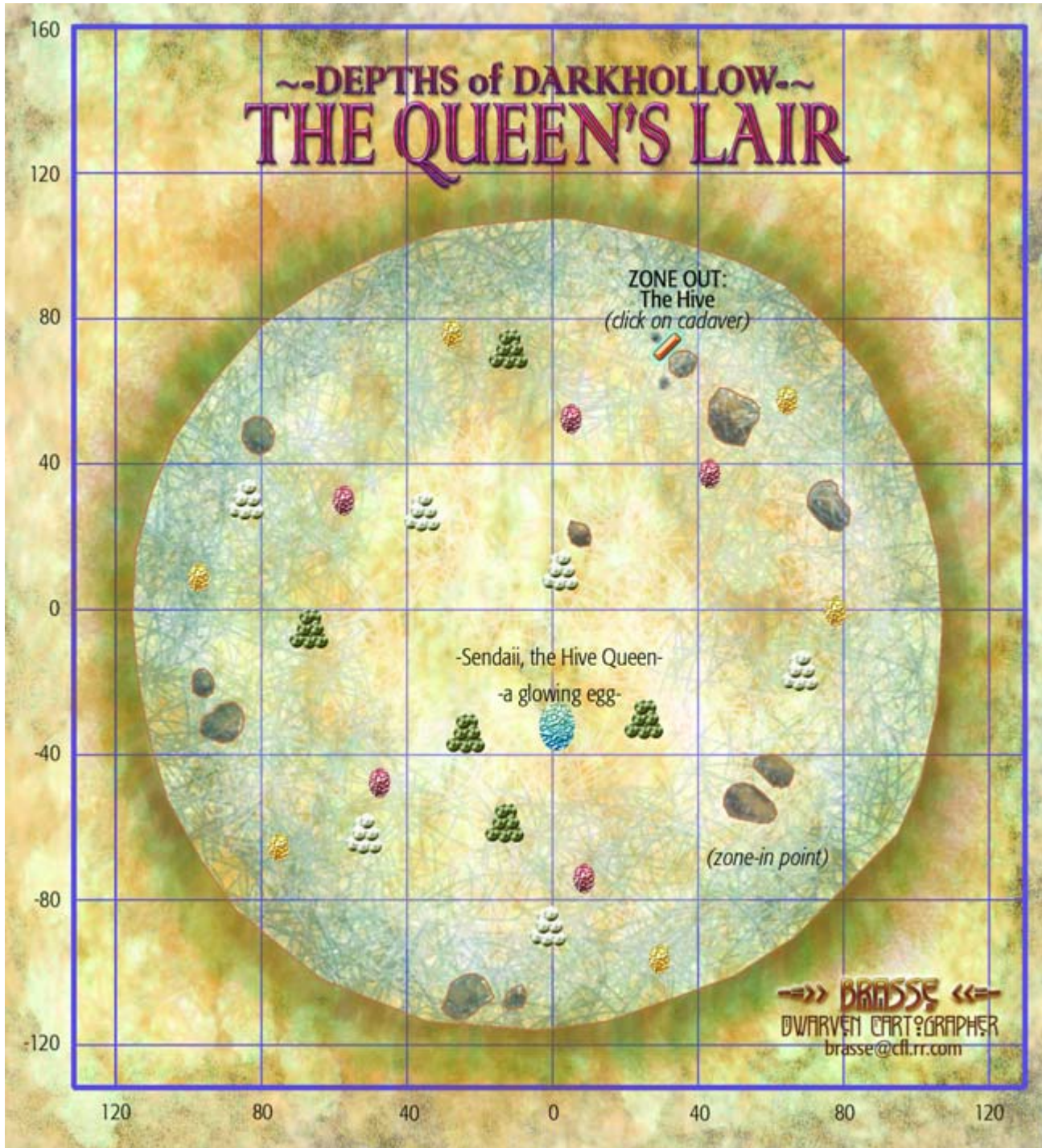
Hidden in the Caverns of the Lost off of Stoneroot Falls are the quarters of Warlock Therigal. Adventurers looking for Fibblebrap and his missing gem fragments should search this area for further clues to Fibblebrap's whereabouts. The caverns are guarded by a mix of undead, Shadowmane Wurine, and the usual bats often found in underground caverns.











DRACHNID HIVE, THE HATCHERY, THE COCOONS, THE QUEEN'S LAIR

The Hive is home to a strong and powerful breed of Drachnid—half dark elf and half arachnid. The portion of Darkhollow controlled by the Drachnids can be separated into four unique areas: the Drachnid Hive, the Hatchery, the Cocoons, and the Queen's Lair.

The largest area, known simply as the Hive, contains a large, open space around which many Drachnids have formed small campfires, as well as two towers and four immense beehive-like structures. All of the structures within the Hive are interconnected either through tunnels or twisting walkways that wrap around the structures and provide access to various levels of the Hive's four sections. The Drachnids are quite populous, so use caution when entering their home, as they don't take kindly to visitors and usually attack on sight.

The Hatchery, also known as the Living Larder, is where the Drachnids store their excess food supply. In

this case, the food is often an unwary adventurer to Darkhollow who has been captured and then cocooned for later consumption by the Drachnids. It may be possible to rescue someone who has been taken to the Hatchery, but you have to fight through a heavily guarded area and search numerous cocoons if you wish to succeed.

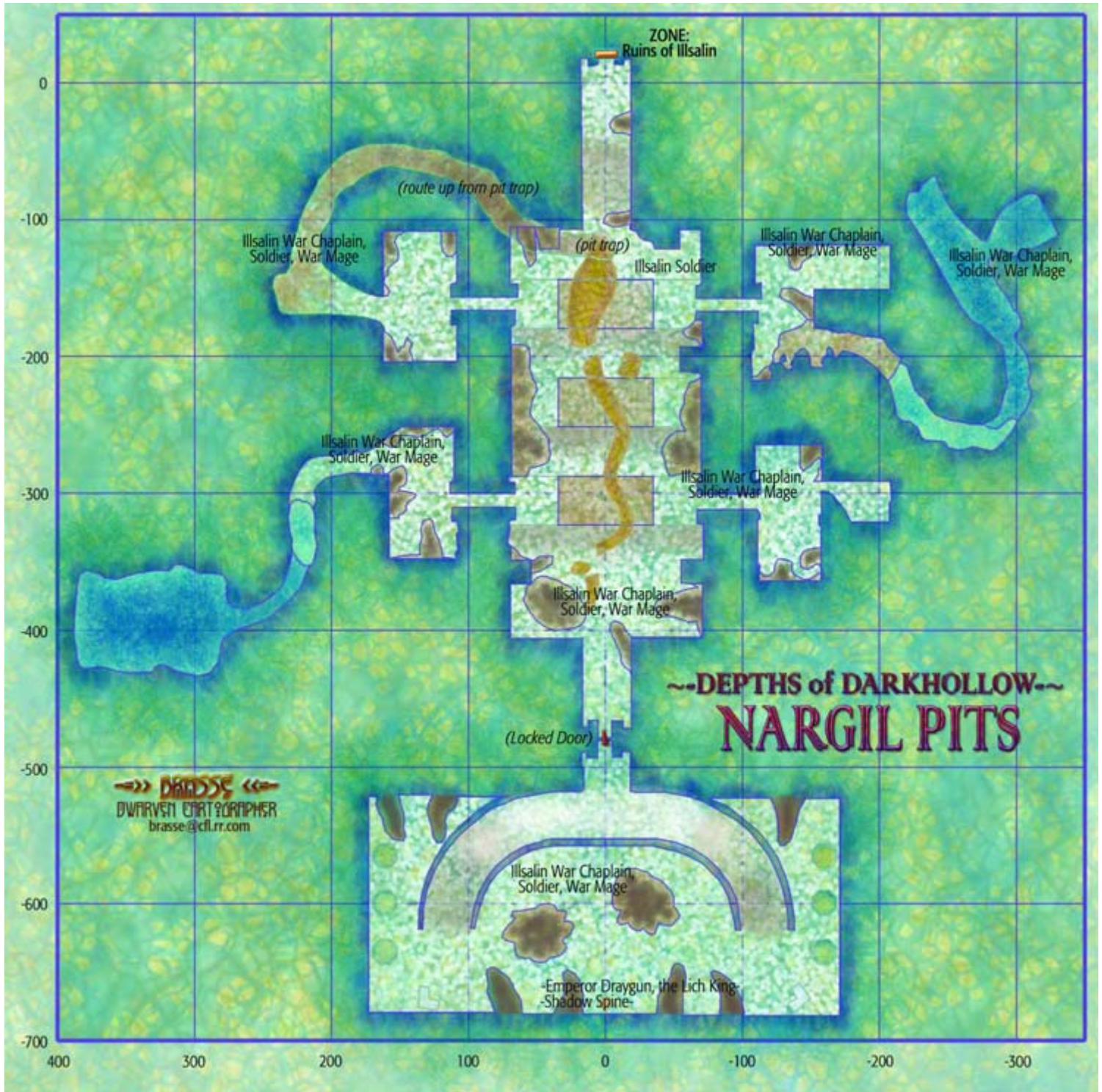
The Cocoons make up a more circular area of the Hive, consisting of a few cocoons and the Drachnids that guard them, but the population here isn't nearly as dense as in the Hatchery. This portion of the Hive has three levels to it. Access to the various levels is granted by a long, circular walkway that goes from the first to the third level of the Cocoons.

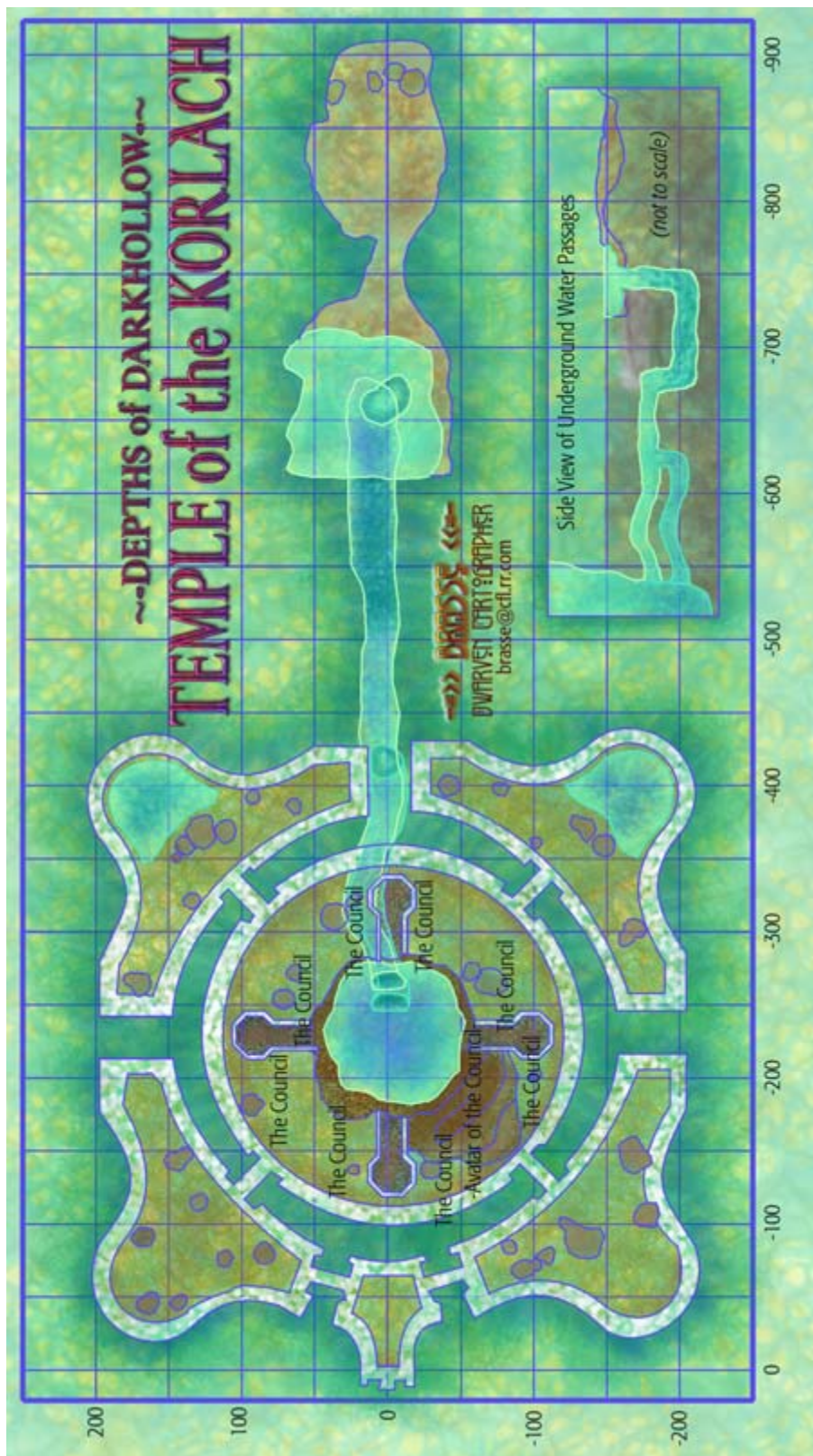
The Queen's Lair is a single circular room where Sendaii, the Hive Queen reigns over her Drachnid subjects. There is little else in the room other than the Drachnid queen, her eggs, and the silken strands that seem to cover most of the Hive area.



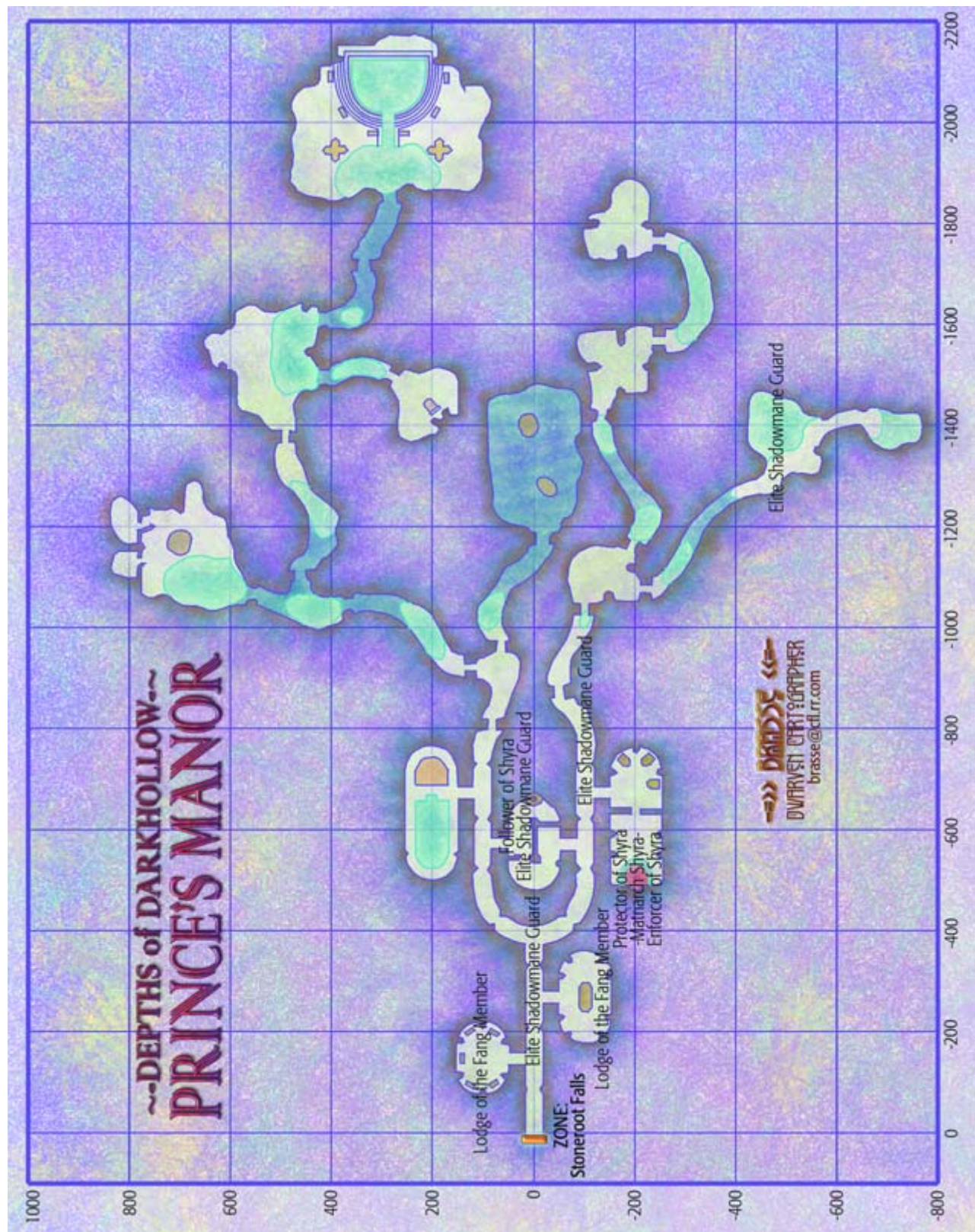












RUINS OF ILLSALIN, ILLSALIN MARKETPLACE, NARGIL PITS, TEMPLE OF THE KORLACH, LAIR OF THE KORLACH, PRINCE'S MANOR

HISTORY OF THE SHILISKIN EMPIRE

The Shiliskin first began to record their history around the year 2000, although at the time they were spread throughout Darkhollow in a network of warring nation-states. One prophet, a withered Shiliskin named Jarzarrad, appeared early in Shiliskin recorded history and was thought to have been granted immortality by the Korlach, a mighty leviathan beneath Darkhollow's great lake, so he might serve as the creature's speaker. Near 4000, Jarzarrad, in his thousandth year of life, came to serve as the personal advisor for a war chief known as Vogan Sillgar. Jarzarrad prophesized that Vogan's primary general, Jayan, would betray the war chief by spawning a child, a young warrior who would eventually kill Vogan and take his place.

Although Jayan vowed to never betray Vogan in such a way, the war chief remained impassive. In an effort to prevent Jarzarrad's prophecy from coming to pass, Vogan condemned Jayan to death by sacrificing him to the Korlach.

Unfortunately for Vogan, Jayan was swallowed whole by the Korlach only to be belched out on a deserted beach to the west. While in the Korlach's hollow stomach, Jayan spawned an offspring, a young Shiliskin named Illsalin.

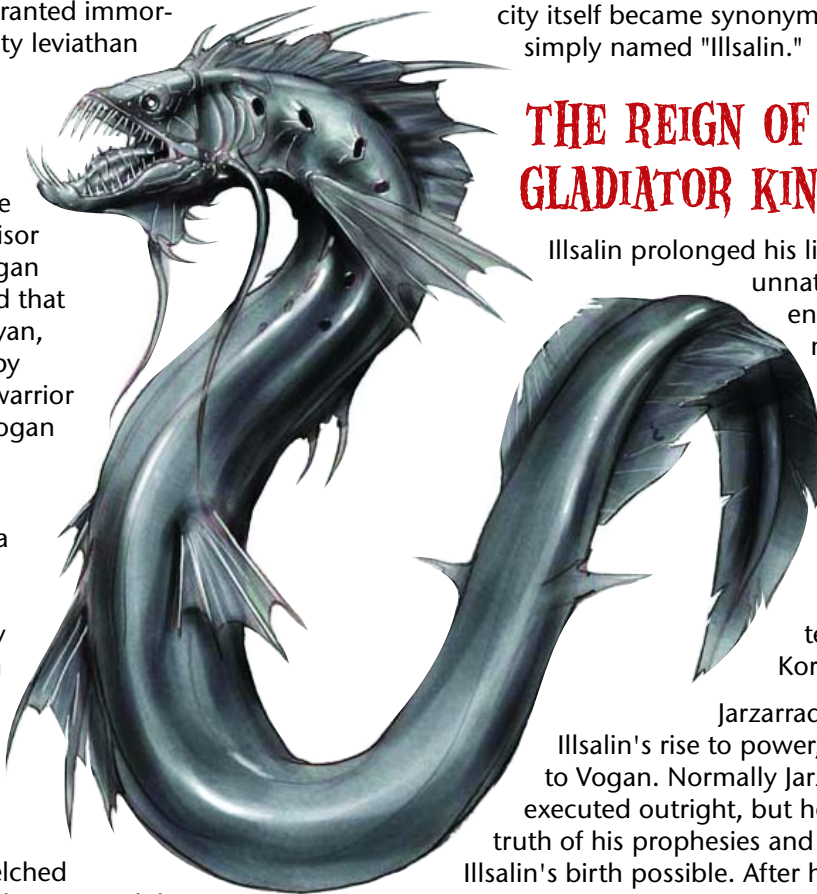
Knowing they could never return to their old nation-state, Jayan fled with Illsalin to a neighboring Shiliskin kingdom. There they were taken in as slaves and sold to a gladiator broker. Illsalin grew up in the arenas, miraculously surviving battle after battle until he became a young adult and managed to organize a revolt and attempt a daring escape. Through his strategies and success, slaves rallied around Illsalin, and he soon became their leader. Indeed, the mere presence of his army would often cripple any opposing force that stood against him, as most slave conscripts quickly fled to his side of the battle line.

After years of struggle, Illsalin did fulfill Jarzarrad's prophecy and defeated Vogan and his army. Illsalin then succeeded in uniting the Shiliskin nation-states, proclaiming the outpost south of the Corathus Creep to be their new home. The outpost grew into a capital city, and soon the city itself became synonymous with its ruler and was simply named "Illsalin."

THE REIGN OF ILLSALIN, THE GLADIATOR KING (4500)

Illsalin prolonged his life with dark magic and an unnatural thirst for conquest, enabling him to lead the newly formed Shiliskin Empire for the first few hundred years of its existence. During this time, the Shiliskin displaced many of the other races. The werewolf clans were driven back into their old ancestral territories west of Lake Korlach.

Jarzarrad, the prophet who foretold Illsalin's rise to power, was exiled for his loyalty to Vogan. Normally Jarzarrad would have been executed outright, but he was spared due to the truth of his prophecies and that he had ironically made Illsalin's birth possible. After his exile, Jarzarrad traveled to the east of Lake Korlach and has remained there in relative seclusion ever since.



As Illsalin grew and prospered, the Shiliskin deathshed priests learned to use the local underwater life, called nargilor coral, to fuel their incantations and augment their rituals. With this newfound power, they were able to venture into the Korlach's lair and lull the beast into submission. The Korlach, previously thought to be an uncontrollable force of nature, became the personal guardian of the Shiliskin Empire. Even as the Shiliskin Empire grew more technologically advanced, the shamanistic deathshed priests retained their place in society as the keepers of the Korlach.

With the Korlach now under control, the Shiliskin were free to colonize the lake's edge without fear of retribution. Lake districts such as Malgrinnor and Xill appeared and prospered during this time, fueling the spread of the Shiliskin Empire.

Illsalin died in 4812, and three emperors followed before Draygun ascended to rule Illsalin.

THE FALL OF XILL (5200)

Many years into Emperor Draygun's rule, the Shiliskin began to grow suspicious of the lights appearing in the great spire above the lake. They could faintly see a building carved into the stone at the cavern's height, and it appeared to be near completion.

Draygun organized a battalion to crush whoever had arrived to take residence in Darkhollow. The battalion never returned.

More angered than afraid, Draygun amassed an army to rush the unknown interlopers once and for all. While the army gathered outside the gates of Illsalin, a horde of Drachnids burrowed into the nearby and undefended lake city of Xill. A bloodbath ensued. Every Shiliskin in Xill was slain, drained, or dragged back to the Drachnid hive to be cocooned for "later."

THE WAR OF FOUR CRESTS (5250)

The Fall of Xill sparked the War of Four Crests, so named because it eventually involved four armies. With the Shiliskin armies assembled and fully aware of the Drachnid menace, the Shiliskin generals took a much more cautious approach toward the new forces that threatened their home.

For the next hundred years, a long series of skirmishes unfolded between the Agents of Dreadspire and the Shiliskin Empire. The werewolves, always eager for war, joined the struggle—with the Shadowmane clan aligning

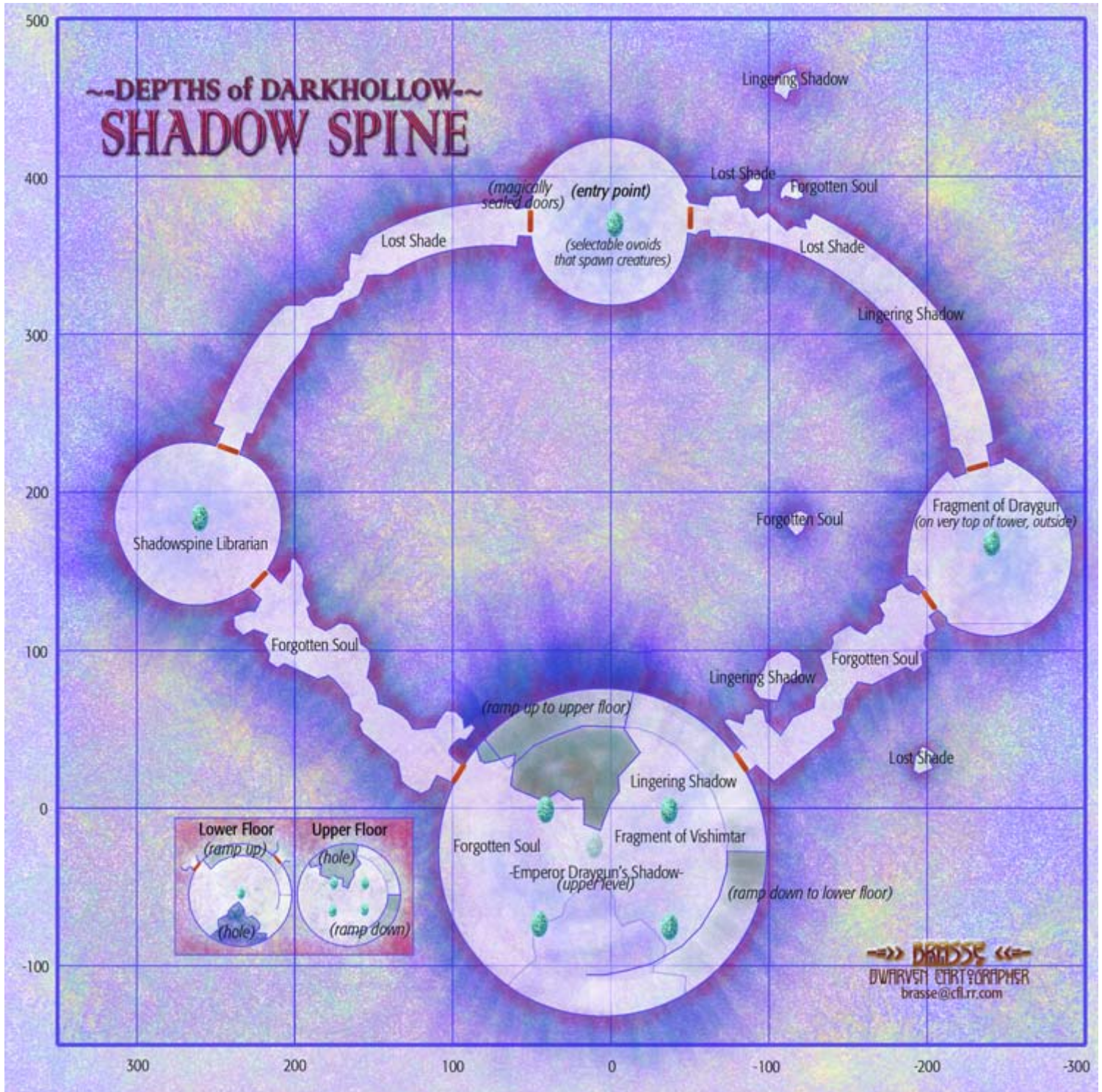
with the Drachnids under the command of Master Vule the Silent Tear, and the Ragepaw clan moving behind the Shiliskin ranks. Even after years of struggle, the conflict yielded no decisive victor.

About 25 years into the War of the Four Crests, a charismatic advisor rose to power in Illsalin. This advisor, a crippled sage named Bodrak, spread the belief that the key to defeating the Drachnid hordes was to master their own necromantic magic and use it against them. Draygun, the current Shiliskin emperor, followed this advice and began a fervent study of necromancy. Shortly after Draygun founded a school dedicated to Drachnid necromancy, Bodrak disappeared from Illsalin. Although Bodrak was never seen again, his skin was found draped in a crumpled pile on the shores of Lake Korlach.

Around this time, the Korlach turned on Illsalin, smashing through the city's walls and carving a wake of destruction through the city itself. Although it remains unclear why exactly the Korlach turned on its former masters, many believe that it became angered by the Shiliskin priests' slow gravitation toward the Drachnid school of necromancy. Others believe that the creature in the spire may have promised the beast freedom if it turned on its Shiliskin captors. And still others believe that the Korlach is simply a force of nature that was never meant to be controlled.

The Ruins of Illsalin encompass the original outpost and growing capital city of the Shiliskin Empire united under Illsalin until it was overrun by Drachnids and destroyed by the Korlach during the rule of Emperor Draygun. Currently, the Ruins of Illsalin are occupied by undead thralls—remnants of both the Shiliskin and Drachnid armies when the power of Shadowspine was released upon the city. The Illsalin Marketplace is where the Drachnid army entered and overran the city of Illsalin. The Nargil Pits were once part of the great city of Illsalin, but now they are little more than a prison for captive Shiliskins. The Prince's Manor is essentially part of the lake district of Xill. It is currently overrun by the Drachnids under the leadership of Prince Drillien and the Shadowmane werewolves.

The Temple of the Korlach is where the Shiliskin deathshed priests learned to harness the power of the nargilor coral to augment their spells and rituals. The priests continued to be revered throughout Shiliskin history as the keepers of the Korlach after they successfully controlled the leviathan to act as a mighty defender for the city of Illsalin. The Lair of the Korlach is comprised of huge, watery caverns that are large enough to accommodate the powerful Korlach's bulk.



SHADOWSPINE

THE FALL OF ILLSALIN (5275)

As the Drachnids spilled over the walls of Illsalin, Draygun turned to the city's last resort, a powerful artifact known as Shadowspine. Shadowspine was an ancient spell book recovered from a raid on the Drachnid Hive. The book contained powerful spells, and Draygun believed it held the key to turning back the Drachnid invasion.

Unbeknownst to Draygun, however, the book was a twisted entity capable of pulling those who opened it into its pages. When Draygun opened the book, its power spread throughout the city and cursed Illsalin's defenders and the Drachnids to undeath. Draygun was strong enough to achieve rudimentary control of the book, and he used it to raise himself as a lich and command the other undead throughout the city.

Despite this control, the book is now slowly bending Draygun to its will. With each spell that Draygun casts from Shadowspine, he slides closer and closer to insanity and servitude. For now, however, Draygun retains his free will and continues to defend Illsalin against invaders. He lords over the undead city with Shadowspine close by his side.

The surviving Shiliskin forces fell back to Malgrinnor, the empire's last standing fortress in the east of Lake Korlach. Although the Shiliskin are far from extinct, their armies are scattered and demoralized to the point that they no longer pose an obstacle to the evil master in the great Dreadspire Keep above the lake.

Few adventurers see inside the accursed book of Shadowspine. Those who do enter Shadowspine do so because their very lives depend upon it. Those marked with the dark magic of Shadowspine have a haunted look about them, like creatures displaced from the grave. The only ones to return from Shadowspine at this point are the living dead.





SPORALI CAVERNS

GENESIS OF THE SPORALI (4900)

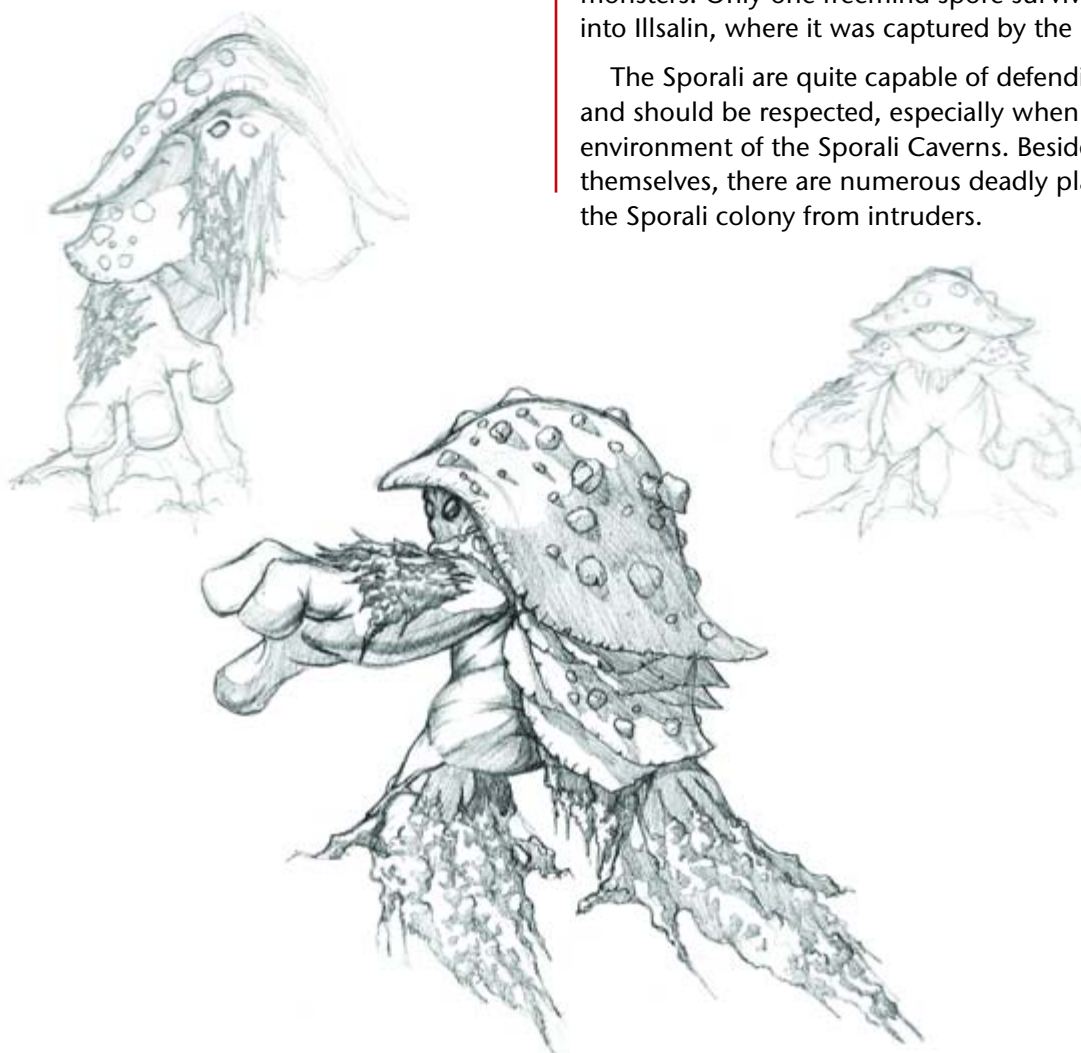
Around 4900, a sentient fungus spore settled into the groundwater through a pool in the Clan Runnyeye goblin lair, eventually finding its way through some cracks into Darkhollow. The spore was greatly affected by the tainted waters of Darkhollow and evolved in strange and fantastic ways to become a Sporali. It grew and spread over 200 years until the first Sporali colonies were formed. The colonies began to harvest corathus, a strange resource secreted by the corathus worms, which the Sporali learned had caused them to grow and evolve at an accelerated rate. The Shiliskin also harvested corathus and viewed the Sporali as a threat to their supplies.

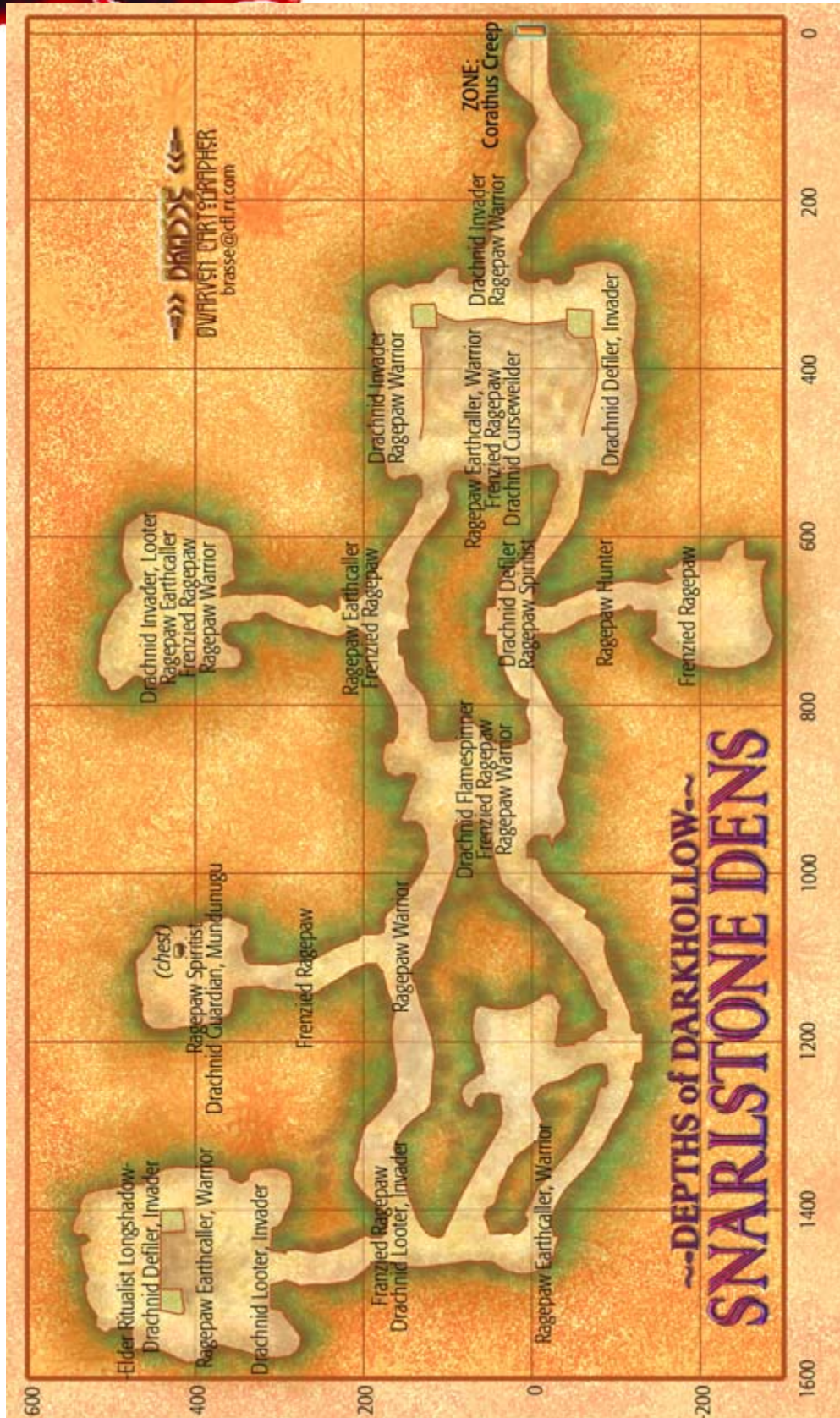
Before the Shiliskin could drive the Sporali into extinction, the Sporali shamans pooled their corathus stocks and fed it to a single spore king. Thus, Antraygus was born. The corathus made Antraygus nearly invulnerable, and any sporelings he created were also unnaturally resilient.

Antraygus and his offspring lead a fierce resistance against the Shiliskin raiders who eventually forewent corathus altogether and turned their attention to gathering nargilor, the coral with magical properties that grows below Illsalin. During the Shiliskin-Sporali wars, the Sporali bred many plants to use against the Shiliskin, including mindspore and retch weed. They still exist today.

The Freemind Cipher's thoughts continue to flow into your own. You understand that its freemind spores left the Sporali colony in the hopes of seeking out new territory, until they were separated by an attack of the corathus monsters. Only one freemind spore survived, and it strayed into Illsalin, where it was captured by the undead.

The Sporali are quite capable of defending themselves and should be respected, especially when in their home environment of the Sporali Caverns. Besides the Sporali themselves, there are numerous deadly plants that protect the Sporali colony from intruders.





SNARLSTONE DENS

WEREWOLF ORIGINS

The werewolf has existed in Norrath as long as most other races have but was found only in Darkhollow for some time. These first feral werewolves, called Wurines, credit the Great Wuria—the mother of all werewolves—with their creation. She is considered more of a spirit of the dark wilds and less of a god. She is the provider of the beasts they hunt and feed on and the source of their strengths.

The werewolves learned to grow and survive in the dark and dangerous underground world around them. They have the gift of intelligence, are motivated and social, but are not all equal. They are feral creatures with finely honed instincts and survival skills.

For several hundred years, no one on the surface of Norrath had ever seen a werewolf. It wasn't until an expedition of Qeynosian miners breached the barrier of Darkhollow that the first werewolf was seen and the first human bitten.

As with any intelligent creature with a measure of individuality and the capacity for ideas, the werewolves do not always agree or follow the same path. There are two tribes in Darkhollow.

SHADOWMANES

Created by Matriarch Shyra, the Shadowmanes prefer a more matriarchal social structure. They believe the females have the closest spiritual ties to the Great Wuria and seek the matriarch's guidance and approval. The Shadowmanes can be characterized as a more spiritual and intellectual clan. While they have a matriarch, there are internal politics that dictate what each member of the clan must accomplish in their commune. They struggle against their innate primal instincts, as they have some desire for peace and tranquility, even though they live in such a volatile region. They want to find a balance that allows them some sophistication and spirituality. They abhor the purely uncivilized animalistic ways of the Ragepaws, finding them base and disgusting.

RAGEPAWS

The Ragepaws believe in the predatory nature of being a Wurine and organize themselves by the strength of the alpha male of the group. They shun and hold contempt for any political or high-level social musings that their counterparts have. Their lives are fairly simple—to survive and not allow the Shadowmanes to overcome their ideals or get in the way of their chief philosophy, kill or be killed. They have been led for hundreds of years by the brute strength and will of Bloodeye.

WURINES' CONFLICTS AND CIVIL WAR (4300)

Until Matriarch Shyra claimed to have spoken to the Great Wuria through divination, each pack of Wurines lived separately. But this matriarch preached a new way of life—one of spiritual fulfillment, order, and worship to their mother. Many joined together to follow Matriarch Shyra, becoming members of the Shadowmane clan. The feral Wurines then banded together and formed the Ragepaw clan. Soon after, Matriarch Shyra created the Lodge of the Fangs, a rudimentary court for all Wurines.

The departure from the old ways incensed the Ragepaws, and a civil war over philosophy and territory ensued—the War of the West Tunnels—which lasted 20 years. Finally, the Wurines accepted that they would never agree and instead would learn to coexist to survive in Darkhollow. Ragepaw clan elders were added to the Lodge of the Fangs, which made larger rulings and decisions for both clans when necessary.

The Snarlstone Dens are controlled by the Ragepaw faction of the Wurines. The only entrance or exit to the dens is from Corathus Creep.



DREADSPIRE KEEP

THE CHOICE

About 200 years ago, a dark master who threatened the lives of all the Wurines offered a grim proposal to Matriarch Shyra. Align with him in his great castle above the lake or die. In exchange for their loyalty and service, the master would spare the Ragepaws their annihilation as well. There would be benefits to their service—material wealth; comforts; and protection from the Shiliskin, Sporali, and the other elements of Darkhollow.

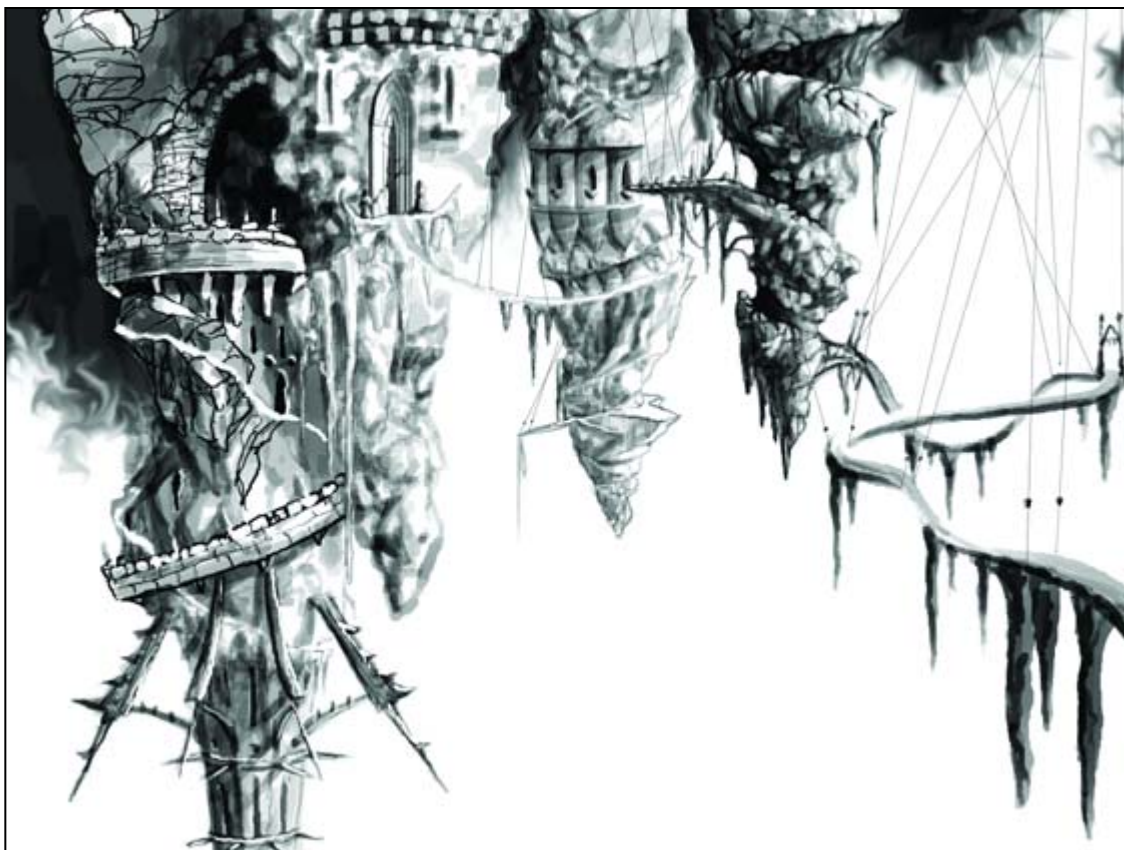
Shyra took the proposal to the Lodge of the Fangs, and the Wurines discussed the matter. It wasn't long before the notion of safe haven and access to surface world comforts won them over. They agreed. The Lodge of the Fangs summoned the alphas of the Ragepaws, and they were told the news of the decision to preserve the Wurine race and serve the lord of the keep.

The Ragepaws were chagrined and refused to exist in servitude to the master, whom they believed intended to

deceive and exploit the pride and strength of the Wurines. This master, who never showed his face, represented everything that was dark in their world, and they would not succumb. But they would not fight out of fear either. They remain in the Snarlstone Dens in the West Korlach region.

Today, the Shadowmanes still serve the master, building and guarding his fortress above the waters of Lake Korlach. They accept this duty to preserve and advance their place in the world of Darkhollow. The Ragepaws remain in the darkness and continue to do what they have done for much of their lives—survive and preserve the true feral ways of the Wurine.

Dreadspire Keep was built by a mysterious being, who is referred to simply by the title of "master" by the denizens of Darkhollow. It will take a lot of perseverance for adventurous souls to enter this heavily guarded keep and unravel the secrets within.



QUESTS

PREEMPTIVE STRIKE

Before it fell to ruins, Illsalin served as the capital of the Shiliskin Empire. The city's streets now lay broken and befouled with Draygun's undead thralls. The few surviving Shiliskin refugees have retreated to Malgrinnor, the fortified outpost along the Undershore.

Prerequisite: Level 68

NPC: Jarzarrad the Prophet

Zone: Undershore

MISSION TASKS

1. Enter the Nargil Pits of Illsalin. Swim through the water in Undershore at loc -1539, 719, -37 to get to the Ruins of Illsalin. A door at loc -748, 609, 59 leads to the Nargil Pits (Ruins of Illsalin).
2. Find the living Shiliskin captive at loc -108, 3, -66. Enter the pen area through a door at loc -452, 0, -85 (The Nargil Pits).
3. Kill 10 Captured Shilgrave Legion Soldiers. Kill the Shilgrave shades that spawn from the legionnaires to update the mission (The Nargil Pits).
4. Return to Jarzarrad with news of your victory (Undershore).

REWARDS

Faithful Templar Belt (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: WAIST

AC: 15

Effect: Form of Rejuvenation I

DEX +11, STA +10, CHA +10, WIS +13, INT +13, HP +150, MANA +140

SV FIRE +15, SV MAGIC +15, SV POISON +11

Recommended level of 70. Required level of 65.

WT: 0.9 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 8: Empty

Cavefish Goggles (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: FACE

Effect: Faerune (Worn)

STR +10, STA +10, WIS +11, INT +11, AGI +13, HP +140, MANA +150, Endurance +150

SV FIRE +15, SV MAGIC +15, SV POISON +11

Recommended level of 70. Required level of 65.

WT: 0.9 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 8: Empty

PRAETORIAN GUARD

With Draygun's livestock reserves depleted, the emperor's attention will be elsewhere searching for more victims. Now is your chance to sneak into the Temple of Korlach in Illsalin.

Prerequisite: Level 68, Preemptive Strike

NPC: Jarzarrad the Prophet

Zone: Undershore

MISSION TASKS

1. Enter the Temple of Korlach. Swim through the water in Undershore at loc -1539, 719, -37 to get to the Ruins of Illsalin. The Temple of Korlach is at loc -1186, -1190, 110 (Ruins of Illsalin).
2. Kill six Shiliskin Praetorians. 6/6 Praetorians (Temple of Korlach).
3. Take the skulls of the Shiliskin Praetorians. 6/6 skulls (Temple of Korlach).
4. Deliver the skulls to Jarzarrad (Undershore).

REWARDS

Korlach Signet Collar (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: NECK

AC: 16

Focus Effect: Gelidran Anger

DEX +10, STA +13, CHA +11, WIS +10, INT +10, HP +140,
MANA +150

SV FIRE +15, SV COLD +11, SV MAGIC +15

Regeneration: +3

Recommended level of 70. Required level of 65.

WT: 0.8 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 8: Empty

Praetorian Heirloom Cape (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: BACK

AC: 18

STR +10, STA +13, WIS +10, INT +10, AGI +11, HP +150,
MANA +140, Endurance +140

SV FIRE +15, SV COLD +15, SV MAGIC +11

Damage Shield: +3

Recommended level of 70. Required level of 65.

WT: 1.0 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 8: Empty

FLIGHT OF THE SEEKER

Emperor Draygun has learned of your part in the attack on his Praetorian Guards. The gates of Illsalin open, and a dark presence gathers. Ready your weapons and make peace with your god. Something wicked this way comes.

Prerequisite: Level 68

NPC: Jarzarrad the Prophet

Zone: Undershore

MISSION TASKS

1. Gather your group outside of Jarzarrad's hut (Undershore).
2. Defend yourself from Draygun's Seeker (Undershore).

REWARDS

Dark Void Shoulders (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: SHOULDERS

AC: 16

Effect: Form of Protection I

DEX +11, STA +10, CHA +10, WIS +13, INT +13, HP +150,
MANA +140

SV DISEASE +15, SV COLD +11, SV POISON +15

Recommended level of 70. Required level of 65.

WT: 0.9 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 8: Empty

Ring of Dark Mists (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: FINGERS

AC: 12

STR +10, STA +10, WIS +11, INT +11, AGI +13, HP +140,
MANA +150, Endurance +150

SV DISEASE +15, SV COLD +11, SV POISON +15

Avoidance: +10

Recommended level of 70. Required level of 65.

WT: 0.4 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 8: Empty

INTO THE SHADOWS

Jarzarrad speaks gravely, "You don't look well, my friends. In fact, you wear the same haunted expression that many Shiliskin guards wore shortly before they were devoured by Draygun's accursed spell book—the look of a creature displaced from its grave."

“Although you defeated the Seeker, it still served Draygun’s purpose. It has marked you with the dark magic of Shadowspine. You will now slowly fade away. Not even I can predict what will happen, for the only ones to return from where you are going are the living dead.”

Prerequisite: Level 68

NPC: Jarzarrad the Prophet

Zone: Undershore

MISSION TASKS

1. Speak with Brother Stillpool (Undershore).
2. Drain three Soul Cages to unlock the final tower. Click on the orb in the center of each tower to release one of the following battles: Three Lingerings Shadows, The Harvester of Souls, or Vampiric Blades (Shadowspine).
3. Escape the Demiplane of Shadowspine. Battle through Shadowspine’s two more powerful victims, Fragment of Vishimtar and Emperor Draygun’s Shadow. You can escape once these two foes have been defeated (Shadowspine).
4. Speak with Jarzarrad (Undershore).

REWARDS

Pristine Illsalin Stonecraft Mask (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: FACE

AC: 14

Effect: Composure (Worn)

DEX +10, STA +13, CHA +11, WIS +10, INT +10, HP +140, MANA +150

SV FIRE +11, SV COLD +15, SV MAGIC +15

Recommended level of 70. Required level of 65.

WT: 0.8 **Size:** SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 8: Empty

Jagged Coral Choker (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: NECK

AC: 15

STR +10, STA +13, WIS +10, INT +10, AGI +11, HP +150, MAN +140, Endurance +140

SV FIRE +15, SV COLD +15, SV MAGIC +11

Recommended level of 70. Required level of 65.

WT: 0.9 **Size:** SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 8: Empty

HARVEST OF THE DEEP

The Shiliskin Empire depends on a living mineral that grows almost exclusively in the waters under Illsalin. It is called nargilor coral, and the empire will pay dearly for the resource.

Prerequisite: Level 68

NPC: Slave Trader Bologore

Zone: Undershore

MISSION TASKS

1. Speak with Zillvinshin to find the hidden river entrance to Illsalin (Undershore).
2. Recover five pieces of living nargilor coral. 5/5 coral (Ruins of Illsalin).
3. Recover five splintered nargilor shards. 5/5 shards (Ruins of Illsalin).
4. Deliver five pieces of living nargilor coral to Slave Trader Bologore (Undershore).
5. Deliver five nargilor shards to Slave Trader Bologore (Undershore).

REWARDS

100 Platinum

LAST OF THE LEGION

Before the Shilgrave Legion was cut down, its mission was to infiltrate the Temple of the Korlach and destroy Emperor Draygun's captured necromantic altars. They fuel his power along with that accursed Drachnid spell book, Shadowspine. Although the Shilgrave Legion failed, you may be able to lead a small group into the temple and destroy the altars with the element of surprise.

Prerequisite: Level 68

NPC: Vorgannoth

Zone: Illsalin

MISSION TASKS

1. Assemble with Vorgannoth on the shore (Ruins of Illsalin).
2. Help Vorgannoth assault the Temple of Korlach (Ruins of Illsalin).
3. Speak with Vorgannoth once you have infiltrated the temple (Temple of the Korlach).
4. Place the Dampening Stones on the Ritual Altars. 6/6 altars (Temple of the Korlach).
5. Kill the Dark Guardian of the Altars (Temple of the Altars).

Location of the Six Altars

- #1: 163, -64, -22
 #2: 52, -155, -23
 #3: 144, -318, -23
 #4: -158, -322, -22
 #5: -175, -81, -22
 #6: 5, -842, -72 (through underwater passage)

REWARDS

Illsalin Templar Ring (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

AC: 11

STR +11, STA +13, WIS +10, INT +10, AGI +10, HP +145, MANA +145

SV DISEASE +15, SV MAGIC +15, SV POISON +11

Mana Regeneration: +2

Avoidance: +10

Recommended level of 70. Required level of 65.

WT: 0.4 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 8: Empty

Praetorian Earring (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

AC: 11

DEX +11, STA +13, CHA +10, WIS +10, INT +10, HP +145, MANA +145, Endurance +145

SV DISEASE +11, SV MAGIC +15, SV POISON +15

Recommended level of 70. Required level of 65.

WT: 0.6 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 8: Empty

THE LAST MIGRATION

The Freemind Cipher's thoughts continue to flow into your own. You understand that its freemind spores left the Sporali colony in the hopes of seeking out new territory, but they were separated by an attack of the Corathus monsters. Only one freemind spore survived, and it strayed into Illsalin, where it was captured by the Undead.

Prerequisite: Level 68

NPC: Freemind Cipher

Zone: Undershore

MISSION TASKS

1. Enter the Nargil Pits in Illsalin (Ruins of Illsalin).
2. Find the Sporali freemind (The Nargil Pits).
3. Escort the freemind to safety (The Nargil Pits).

REWARDS

Illsalin Templar Cape (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: BACK

AC: 17

Focus Effect: Preservation of Xegony

STR +10, STA +11, WIS +13, INT +13, AGI +10, HP +145, MANA +145

SV FIRE +11, SV DISEASE +15, SV COLD +15

Recommended level of 70. Required level of 65.

WT: 1.1 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 8: Empty

Shiliskin Utility Belt (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: WAIST

AC: 16

DEX +10, STA +11, CHA +10, WIS +13, INT +13, HP +145, MANA +145, Endurance +145

SV FIRE +11, SV DISEASE +15, SV COLD +15

Recommended level of 70. Required level of 65.

WT: 1.0 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 8: Empty

THE SEARCH FOR CORAL

Many years ago, Shiliskin deathshed priests discovered local coral that fueled their incantations and augmented their rituals. It is said that they went into the lair of the giant Korlach, lulled him under their power, and used him as the defender of Illsalin. Collect some samples of the coral that the priests used to power their incantations so we can study it.

Prerequisite: Level 65

NPC: Widdlethorpe Gemfinder

Zone: Stoneroot Falls

MISSION TASKS

1. Find an entrance to the Korlach's lair. The lair is underwater at loc 890, -1033, -72 (Stoneroot Falls).
2. Search for the priests that hold the power of control (Lair of the Korlach).

3. Weaken the priests by removing their guards. 6/6 priests (Lair of the Korlach).
4. Overcome the power of the priests by ending their ceremony. Kill the two priests, then attack High Priest Kelikin. Guardians are summoned from the dark mystical chest. The power of the chest is silenced once High Priest Kelikin falls (Lair of the Korlach).
5. Gather samples of the coral from the chest (Lair of the Korlach).
6. Return to Widdlethorpe with the sample at once (Stoneroot Falls).

REWARDS

Faceted Nargilor Band (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: FINGERS

AC: 8

STR +11, DEX +5, STA +5, WIS +11, INT +11, AGI +5, HP +90, MANA +100

SV DISEASE +20, SV POISON +20

WT: 0.5 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Gilded Ring (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: FINGERS

AC: 9

STR +11, DEX +5, STA +5, WIS +11, INT +11, AGI +5, HP +100, MANA +90, Endurance +90

SV DISEASE +20, SV POISON +20

WT: 0.5 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

Chest: Round Toe Boots (Kurya)**LEARNING THE POWER**

After further researching the coral, we need to discover its potential power and learn how to control another mind with it. Adventure into the depths of the Korlach's lair and take control of the Korlach.

Prerequisite: Level 65, The Search For Coral

NPC: Widdlethorpe Gemfinder

Zone: Stoneroot Falls

MISSION TASKS

1. Find an entrance to the Korlach's lair. The lair is underwater at loc 890, -1033, -72 (Stoneroot Falls).
2. Search for a young Witheran deep inside the lair. You can find the young Witheran at loc 1641, 91, 79 (Lair of the Korlach).
3. Take control of the young Witheran by using the coral (Lair of the Korlach).
4. Defend yourselves from the Witheran protectors. 4/4 protectors (Lair of the Korlach).
5. Find the entrance to the lair and exit at once (Lair of the Korlach).
6. Return to Widdlethorpe with the knowledge of the powers (Stoneroot Falls).

REWARDS**Earring of Bitterness (Caster)**

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: EAR

AC: 8

STR +11, STA +10, WIS +11, INT +11, HP +90, MANA +100,

SV FIRE +15, SV COLD +15, SV MAGIC +15

WT: 0.5 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Earring of Wretchedness (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: EAR

AC: 9

STR +11, STA +10, WIS +11, INT +11, HP +100, MANA +90, Endurance +90

SV FIRE +15, SV COLD +15, SV MAGIC +15

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

DISCOVERING THE SECRET

To learn about the Korlach's lair, you need to examine the creatures that inhabit the area. You need to enter the lair and collect a few samples from the different creatures that roam the lair.

Prerequisite: Level 65, Learning the Power

NPC: Widdlethorpe Gemfinder

Zone: Stoneroot Falls

MISSION TASKS

1. Find an entrance to the Korlach's lair. The lair is underwater at loc 890, -1033, -72 (Stoneroot Falls).
2. Collect a few samples of Witheran skin. 4/4 skin (Lair of the Korlach).
3. Collect a few samples of basilisk tongues. 4/4 tongues (Lair of the Korlach).
4. Collect a few samples of the Witheran feeder guts. 4/4 guts (Lair of the Korlach).
5. Deliver the samples of the Witheran skin to Widdlethorpe. 4/4 skin (Stoneroot Falls).
6. Deliver the samples of the basilisk tongues to Widdlethorpe. 4/4 tongues (Stoneroot Falls).
7. Deliver the samples of the Witheran feeder guts to Widdlethorpe. 4/4 guts (Stoneroot Falls).

REWARDS**Earring of Control (Caster)**

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: EAR

AC: 11

STR +12, DEX +6, CHA +6, WIS +12, INT +12, HP +120, MANA +130

SV DISEASE +30, SV COLD +30

WT: 0.8 **Size:** SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Barnacle Encrusted Stud (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: EAR

AC: 12

STR +12, **DEX** +6, **WIS** +12, **INT** +12, **AGI** +6, **HP** +130,
MANA +120, **Endurance** +120

SV FIRE +30, **SV COLD** +30

WT: 0.8 **Size:** SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

TAKING CONTROL

Enter the lair of the Korlach and search for answers about who has been controlling the beast. You must find this person and put a stop to them.

Prerequisite: Level 65, *Discovering the Secret*

NPC: Widdlethorpe Gemfinder

Zone: Stoneroot Falls

MISSION TASKS

1. Find an entrance to the Korlach's lair. The lair is underwater at loc 890, -1033, -72 (Stoneroot Falls).
2. Search for what is controlling the Korlach. Swim through a tunnel right under the leviathan. You can find the entrance at loc 1842, -16, -3 (Lair of the Korlach).
3. Break the hold that the Drachnids have on the Korlach. Kill Chancellor Prellius to break the hold (Lair of the Korlach).
4. Return to Widdlethorpe with your news (Stoneroot Falls).



If you stay too long in the zone after killing Chancellor Prellius, the party is forcibly removed. "The lair shakes, and you are hit with the violent force of the water that surrounds you as the Korlach awakens."

REWARDS

Ring of Travail (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: FINGERS

AC: 10

STR +12, **DEX** +6, **STA** +6, **WIS** +12, **INT** +12, **HP** +120,
MANA +130

SV FIRE +15, **SV DISEASE** +15, **SV COLD** +15, **SV MAGIC** +15,
SV POISON +15

WT: 0.1 **Size:** SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Ring of the Sleeping Leviathan (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: FINGERS

AC: 11

STR +12, **DEX** +6, **STA** +6, **WIS** +12, **INT** +12, **HP** +130,
MANA +120, **Endurance** +120

SV FIRE +15, **SV DISEASE** +15, **SV COLD** +15, **SV MAGIC** +15,
SV POISON +15

WT: 0.1 **Size:** SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

KORLACH, THE DEEP LEVIATHAN (OPTIONAL QUEST)

Return the Korlach to its slumber as quickly as possible. Every moment it remains awake places all of us in grave peril.

Prerequisite: Level 65, *Taking Control*

NPC: Widdlethorpe Gemfinder

Zone: Stoneroot Falls

MISSION TASKS

1. Sneak back into the Korlach's Lair. The lair is underwater at loc 890, -1033, -72 (Stoneroot Falls).
2. Engage the Korlach (Lair of the Korlach).
3. Bring the Korlach back under control. Use the glowing chunk of Corathus coral on Korlach to soothe him (Lair of the Korlach).

REWARDS

Chest: Discordant Stone

A ROGUE'S TRUST

You have come across a strange being called Kelliad. He does not trust many of his own kind, let alone strangers. You must complete this task to gain his trust.

Prerequisite: Level 65

NPC: Kelliad

Zone: Stoneroot Falls

MISSION TASKS

1. Seek out Meldrek and ask him about an alternate entrance into Xill. Say, "Where is Xill?" and "Wish to continue," to go into a special instance of Stoneroot Falls (Stoneroot Falls).
2. Explore the front gates of Xill (Stoneroot Falls).
3. Lay waste to 25 Drachnids (Stoneroot Falls).
4. Tear out four Drachnid hearts for proof of their deaths.
5. Return to Kelliad with the Drachnid hearts.

REWARDS

Experience

Pain-Suffused Mask (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: Face

AC: 10

STR +11, DEX +5, STA +5, WIS +11, INT +11, AGI +5, HP +90, MANA +100

SV DISEASE +20, SV POISON +20

WT: 0.6 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Warped Mask (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: Face

AC: 12

STR +11, DEX +5, STA +5, WIS +11, INT +11, AGI +5, HP +100, MANA +90, Endurance +90

SV DISEASE +20, SV POISON +20

WT: 0.8 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

SCOUTING THE CITY

You have earned the trust of Kelliad, and he wants you to do reconnaissance into the city of Xill. Your first objective is to sneak into the city and look for any clues of any Shiliskin survivors. While you are there, you should observe how many Drachnids there are in the city. Meet up with Meldrek, and he will get you deeper into the city.

Prerequisite: Level 65, A Rogue's Trust

NPC: Kelliad

Zone: Stoneroot Falls

MISSION TASKS

1. Seek out Meldrek and speak with him about an alternate entrance into Xill (Stoneroot Falls).
2. Fight through the gates and explore the courtyard of the city (Stoneroot Falls).
3. Destroy any Drachnids that you encounter. 25/25 Drachnids (Stoneroot Falls).
4. Search for any information on Shiliskin survivors. Loot a journal (random drop) containing information about the Shiliskin (Stoneroot Falls).
5. Return to Kelliad with the tome at once (Stoneroot Falls).

REWARDS

Loose Weave Neckguard (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: NECK

AC: 10

STR +10, DEX +5, STA +5, WIS +10, INT +10, AGI +5,
HP +80, MANA +90

SV FIRE +15, SV COLD +15, SV MAGIC +15

WT: 0.6 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Necklace of the Xillian Scout (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: NECK

AC: 12

STR +10, DEX +5, STA +5, WIS +10, INT +10, AGI +5,
HP +90, MANA +80, Endurance +80

SV FIRE +15, SV COLD +15, SV MAGIC +15

WT: 0.8 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

BUILDING THE DISGUISE

You must collect a few materials so that Kelliad can create an illusion for your party. Once you have the Drachnid illusion, you will be prepared to enter the dangerous city of Xill.

Prerequisite: Level 65, Scouting the City

NPC: Kelliad

Zone: Stoneroot Falls

MISSION TASKS

1. Seek out Meldrek and speak with him about an alternate entrance into Xill (Stoneroot Falls).
2. Hunt the Witheran in the waters before Xill. 10/10 Witheran (Stoneroot Falls).

3. Recover a chunk of Witheran meat. 1/1 meat (Stoneroot Falls).
4. Destroy any guards that you encounter in the city. 25/25 Drachnids (Stoneroot Falls).
5. Recover a few layers of Drachnid skin. 4/4 skins (Stoneroot Falls).
6. Seek out the diligent silkweavers and destroy them. 10/10 silkweavers (Stoneroot Falls).
7. Gather any Drachnid silk that you can manage to recover. 4/4 silks (Stoneroot Falls).
8. Clear a path into the prince's chambers and slay the chamber guardian (Stoneroot Falls).
9. Recover the guardian's helm (Stoneroot Falls).
10. Return to Kelliad with the chunk of larvae at once. 1/1 meat (Stoneroot Falls).
11. Return to Kelliad with the layers of Drachnid skin at once. 4/4 skins (Stoneroot Falls).
12. Return to Kelliad with the Drachnid silk at once. 4/4 silks (Stoneroot Falls).
13. Return to Kelliad with the guardian's helm at once. 1/1 helm (Stoneroot Falls).

REWARDS

Rippled Cape (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: BACK

AC: 11

STR +12, DEX +6, WIS +12, INT +12, AGI +6, HP +120,
MANA +130

SV FIRE +20, SV COLD +20, SV MAGIC +20

WT: 0.8 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Flowing Cape of Grief (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: BACK

AC: 13

STR +12, DEX +6, STA +6, WIS +12, INT +12, HP +130,
MANA +120, Endurance +110

SV FIRE +20, SV COLD +20, SV MAGIC +20

WT: 0.8 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

THE SEARCH FOR ILSURAS

You must breach the walls of Xill and search for Ilsuras.

Prerequisite: Level 65, Building the Disguise

NPC: Kelliad

Zone: Stoneroot Falls

MISSION TASKS

1. Seek out Meldrek to gain information about the Drachnid city (Stoneroot Falls).
2. Locate the entrance to the city of Xill (Stoneroot Falls).
3. Seek out Overseer Hithrav and follow him (Chambers of Xill).
4. Kill Commander Hithrav and the Overseer (Chambers of Xill).
5. Search for Ilsuras. You need to activate a couple of triggers to get past a series of locked doors. Activate an underwater monolith, then click on the chest inside an open jail cell. Go to the door leading to Ilsuras at loc 490, -1400, 6 (Chambers of Xill).
6. Follow the watery hall to the south to reach Ilsuras.
7. Prince Drillien slays Ilsuras and flees.
8. Slay Protector Iknar and Protector Vrek.
9. Take Ilsuras's dagger from the ornate chest.
10. Search for a way to activate Drillien's hidden transportation ring. Click on the orb hovering above the water at loc 467, -1539, -13.
11. Quickly gather within the teleportation stones to exit Xill without a trace.

REWARDS

Deathshed Priest Mantle (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: SHOULDERS

AC: 11

STR +12, DEX +6, WIS +12, INT +12, AGI +6, HP +120, MANA +130

SV DISEASE +25, SV POISON +25

WT: 0.8 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Gilded Shoulder Pads (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: SHOULDERS

AC: 13

STR +12, DEX +6, STA +6, WIS +12, INT +12, HP +130, MANA +120, Endurance +110

SV DISEASE +25, SV POISON +25

WT: 0.8 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

THE RAGE OF KELLIAD

Prince Drillien, head of the Drachnid army that invaded the city of Xill many years ago, was the one who killed Kelliad's friend Ilsuras. Kelliad wants revenge for Ilsuras's death. Enter the city of Xill and kill the powerful Drachnid, Prince Drillien.

Prerequisite: Level 65, The Search for Ilsuras

NPC: Kelliad

Zone: Stoneroot Falls

MISSION TASKS

1. Seek out Meldrek to gain entrance into the Drachnid city. The entrance can be found at loc -197, -1733, 26 (Stoneroot Falls).
2. Confront Prince Drillien. He can be found at loc 281, -2095, -4 (Chambers of Xill).
3. Bring Prince Drillien's reign to an end (Chambers of Xill).
4. Return to Kelliad with Prince Drillien's head (Stoneroot Falls).

REWARDS

Adorned Acolyte Mask (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: FACE

AC: 10

STR +11, DEX +5, STA +5, WIS +11, INT +11, AGI +5,
HP +120, MANA +130

SV FIRE +15, SV COLD +15, SV MAGIC +15

WT: 0.7 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Hard Layered Mask (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: FACE

AC: 12

STR +11, DEX +5, STA +5, WIS +11, INT +11, AGI +5,
HP +130, MANA +120, Endurance +120

SV FIRE +15, SV COLD +15, SV MAGIC +15

WT: 0.8 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

THE LOST NOTEBOOK

Help recover the missing pages of Cicero's notebook.

Prerequisites: See Note

NPC: Brovil Pallivineg

Zone: Corathus

NOTE To start this quest, you need to find Cicero's torn notebook in random mobs in Corathus Creep or Undershore. Return the notebook to Model XG CVIII, located next to Brovil Pallivineg.



Brovil gives you a 10-slot container in which to combine the pages, so make sure you have inventory space for a container.

MISSION TASKS

1. Find the secret entrance to the Hive (Stoneroot Falls).
2. Search the Hive for the missing pages of Cicero's notebook. Kill any enemies in the zone until you've located all the pages. 9/9 pages (the Hive).
3. Bind the pages back into the notebook (all) (optional).

REWARDS

Hivegrime Stone of Thinking (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

Mana Regeneration: +2

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Hivegrime Stone of Fury (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

Attack: +20

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Spectacular Image Enhancing Prism

CAVERN BOTANY

Head for the Sporali's holdings and see what you can find. There are probably loads of plants around there that would be interesting to examine.

Prerequisites: The Lost Notebook

NPC: Brovil Pallivineg

Zone: Corathus



Brovil gives you a 10-slot container in which to combine the plants, so make sure you have inventory space for a container.

MISSION TASKS

1. Enter the Sporali's holdings. You can find the entrance at loc 449, 626, -29 (Corathus).
2. Loot two retch weed spores. 2/2 spores (Sporali Caverns).
3. Loot two nimbus mushroom stalks. 2/2 stalks (Sporali Caverns).
4. Loot two mindspore toadstools. 2/2 toadstools (Sporali Caverns).
5. Loot two manasheen toadstools. 2/2 toadstools (Sporali Caverns).
6. Loot two sap root stems. 2/2 stems (Sporali Caverns).
7. Seal the bag of samples (all) (optional).
8. Deliver one full Zimminfezer Sample Pack to Brovil Pallivineg (Corathus Creep) (optional).

REWARDS

Hivegrime Stone of Faith (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

Regeneration: +4

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Hivegrime Stone of Health (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

Regeneration: +4

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

THE SEARCH FOR CLUES

Cicero might still be alive. Search the Hive for clues.

Prerequisites: Cavern Botany

NPC: Brovil Pallivineg

Zone: Corathus

MISSION TASKS

1. Find a way into the Hatchery chambers in the Hive (the Hive).
2. Search the chamber for any signs of Cicero. Find Wicyl, the Watcher at loc -78, 557, -103 (Living Larder).
3. Defeat Wicyl, the Watcher (Living Larder).
4. Loot one hastily written note (Living Larder) (optional).
5. Return to Brovil with the note from Wicyl (Corathus Creep) (optional).

REWARDS

Hivegrime Stone of Warding (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

Spell Shield: +2%

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL



Hivegrime Stone of Deflecting (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

Shielding: +1%

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

RESCUE CICERO!

Cicero is still alive. Find the cocoon and rescue him.

Prerequisites: *The Search for Clues*

NPC: Brovil Pallivineg

Zone: Corathus

MISSION TASKS

1. Find your way into the cocoon mentioned in the note. It can be found at loc 245, 475, 165 (the Hive).
2. Search the cocoon for any trace of Cicero or Kalyth, the Keeper. 1118, 136, 447 (Coven of the Skinwalkers).
3. Slay Kalyth, the Keeper (Coven of the Skinwalkers).
4. Open the cocoon Kalyth was holding (Coven of the Skinwalkers).
5. Escort Cicero out of the cocoon (Coven of the Skinwalkers).

REWARDS

Hivegrime Stone of Nullification (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

DoT Shielding: +2%

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Hivegrime Stone of Cunning (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

Accuracy: +5

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

THE LOST GNOMES

Other than Crim, there were four other gnomes that went exploring: Sizz Kipcoil, Foddin Slipstring, Alizis Parbrind, and Terrzin Wirecrimp. Hopefully, you can either find them or some sign of their fate and escape again.

Prerequisites: *Level 63*

NPC: Mazil Hibbinap

Zone: Corathus

MISSION TASKS

1. Find your way into the Hatchery in the Hive. The Hatchery is at loc 152, 1365, 271 (the Hive).
2. Search for the gnomes and escape with them or proof of their fate. The gnomes are hidden randomly among the cocoons, so open them all. 4/4 gnomes (Living Larder).
3. Return to Mazil and fill him in on what happened (Corathus Creep). (optional)

REWARDS

Gold and Platinum Twined Necklace

Hivegrime Stone of Willpower (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

Stun Resist: +2%

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Hivegrime Stone of Avoidance (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

AC: 15

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

HIDES YOU SEEK

The skins are most likely kept in the preparation nests until they are ready to use. From the rumors I have heard, I believe these rooms are in the towerlike structures in the Hive. If you can find these areas, you should be able to find any unused skins they have.

Prerequisites: Level 63

NPC: Tisthal

Zone: Corathus

MISSION TASKS

1. Find the secret entrance to the Drachnid lair. You should be able to find it and use that to sneak in. The secret entrance is at loc -410, -938, 24 (Stoneroot Falls).
2. Explore the staging rooms. 2/2 staging rooms. The staging rooms can be found at locs -415, 1272, 148 and -464, 584, 86 (the Hive).
3. Steal a prepared Shiliskin hide. Open chests until you find it. 1/1 Shiliskin hide (the Hive).

4. Steal a prepared Wurine hide. Open chests until you find it. 1/1 Wurine hide (the Hive).
5. Look for a partially prepared hide. Kill Palix, the Preserver at loc -344, 1228, 30 to obtain the partially prepared gnome hide (the Hive).
6. Return the hides to Tisthal (Corathus Creep).

REWARDS**Hivegrime Stone of Spirit (Caster)**

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

MANA +60, Endurance +60

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Hivegrime Stone of Vitality (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

HP +60

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

SPIES LIKE THEM

Prerequisites: Hides You Seek, Level 63

NPC: Tisthal

Zone: Corathus

MISSION TASKS

1. Search for Geeble Tripcrank in the Hive. He can be found at loc -365, 140, -111 (the Hive).

2. Slay any skinwalkers you can find and search for information (the Hive).
3. Find your way into the training chambers of the skinwalkers. The chambers are at loc 238, 468, 165 (the Hive).
4. Kill all of the skinwalkers in the training session (Coven of the Skinwalkers).
5. Deliver one unreadable book to Tisthal Gimblecranz. The book is looted off one of the skinwalkers in the training session (Corathus Creep) (optional).

REWARDS

Hivegrime Stone of Musing (Caster)

Hivegrime Stone of Musing

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

MANA +60, Endurance +60

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Hivegrime Stone of Stamina (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7, 8

HP +60

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 70. Required level of 63.

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Gemstone of the Faceless Emperor

SABOTAGE!

Use the Dampening Stones given to you by Sintal to sabotage Drachnid activities in the Hive.

Prerequisites: Level 63

NPC: Calisar

Zone: Stoneroot Falls

MISSION TASKS

1. Speak with Sintal about the summoning alters (Stoneroot Falls).
2. Hide a Dampening Stone in each of the summoning alters. 4/4 stones (the Hive).
3. Speak with Sintal in the Hive again and escape (the Hive).



Adventurers are frequently attacked while searching for the summoning alters. Watch for the text, "A low chanting can be heard for just a moment before suddenly going silent." A summoned minion appears and attacks the party.



The locations of the four summoning alters are as follows: #1: (-60, 432, 6) #2: (-35, 714, 310) #3: (388, 1147, 222) #4: (186, 922, 140)

REWARDS

Experience

Velium Maul

MAGIC ITEM

Slot: PRIMARY

Skill: 2H Blunt Atk Delay: 30

DMG: 20

STR +12, WIS +12, INT +12, AGI +12, HP +55, MANA +55, Endurance +55

Recommended level of 36. Required level of 30.

WT: 6.0 Size: LARGE

Class: WAR, CLR, PAL, RNG, SHD, DRU, MNK, SHM, BST, BER

Race: ALL

Slot 1, Type 4: Empty

Slot 2, Type 7: Empty

Velium-Hafted Maul

MAGIC ITEM

Slot: PRIMARY

Skill: 2H Blunt Atk Delay: 35

DMG: 20

STR +9, WIS +9, INT +9, AGI +9, HP +40, MANA +40,
Endurance +40

WT: 6.0 Size: LARGE

Class: WAR, CLR, PAL, RNG, SHD, DRU, MNK, SHM, BST, BER

Race: ALL

Slot 1, Type 4: Empty

Slot 2, Type 7: Empty

FREEING AN ELDER

It seems as though Elder Longshadow has been held prisoner here for some time. See if you can slip him the note from Dustspirit, as he may be wary of your motives.

Prerequisite: None

NPC: Shadowwalker Dustspirit

Zone: Stoneroot Falls

MISSION TASKS

1. Find the cave entrance to the Hive (Stoneroot Falls).
2. Deliver the note from Dustspirit. Elder Ritualist Longshadow is at loc -376, 1297, 148 (the Hive).
3. Slay Taskmaster Shadowspin for a key. He can be found at loc -669, 905, 85 (the Hive).
4. Loot one Drachnid shackle key from Taskmaster Shadowspin (the Hive).
5. Deliver one Drachnid shackle key to Elder Longshadow (the Hive).

REWARDS

Earring of Spiritual Fury (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

AC: 8

STR +11, STA +9, CHA +8, WIS +11, INT +11, AGI +9, HP +80,
MANA +90

SV FIRE +15, SV COLD +15, SV MAGIC +15

Required level of 60.

WT: 0.5 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Earring of Wild Rage (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

AC: 9

STR +11, DEX +9, STA +9, WIS +11, INT +11, AGI +9, HP +90,
MANA +85, Endurance +85

SV FIRE +15, SV COLD +15, SV MAGIC +15

Required level of 60.

WT: 0.5 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

THE ORB OF SUBVERSION

Find a way into the Drachnid Hive and see what you can discover about this mysterious source of power.

Prerequisites: Freeing an Elder

NPC: Shadowwalker Dustspirit

Zone: Stoneroot Falls

MISSION TASKS

1. Find the cave entrance to the Hive (Stoneroot Falls).
2. Destroy the Drachnid Poisonmaster. He is at loc 321, 1116, 455. As he loses health, he teleports away and tries to flee (the Hive).
3. Loot the Orb of Subversion (the Hive).
4. Deliver the orb to Shadowwalker Dustspirit (Stoneroot Falls).

REWARDS

Ring of Feral Power (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: FINGERS

AC: 8

STR +11, DEX +9, WIS +11, INT +11, AGI +9, HP +85,
MANA +90

SV DISEASE +20, SV POISON +20

Required level of 60.

WT: 0.5 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Ring of Feral Fortitude (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: FINGERS

AC: 9

STR +11, DEX +9, STA +9, WIS +11, INT +11, HP +90,
MANA +85, Endurance +85

SV DISEASE +20, SV POISON +20

Required level of 60.

WT: 0.5 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

A PLEA FOR HELP

The situation is dire. It is rare for anyone to request help from the Ragepaw. The possibility of aid is slim, but you must travel to Snarlstone Dens and do what you can to seek help.

Prerequisites: The Orb of Subversion

NPC: Shadowwalker Dustspirit

Zone: Stoneroot Falls

MISSION TASKS

1. Speak with Spiritualist Ryianna (Stoneroot Falls).
2. Travel to the entrance to Snarlstone Dens at loc 1248, 753, 135 (Undershore).
3. Kill 20 Ragepaws (Snarlstone Dens).
4. Deliver one Shrouded Orb of Subversion to Bloodeye. He can be found at loc 487, 1452, -86 (Snarlstone Dens).
5. Speak with Spiritualist Ryianna (Stoneroot Falls).

REWARDS

Shadowmane Aegis (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: SECONDARY

AC: 25

STR +11, DEX +9, CHA +9, WIS +11, INT +11, AGI +9,
HP +85, MANA +90

SV FIRE +15, SV COLD +15, SV MAGIC +15

Required level of 60.

WT: 0.5 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Ragepaw Aegis (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: SECONDARY

AC: 25

STR +11, DEX +9, STA +9, WIS +11, INT +11, AGI +9, HP +90,
MANA +85, Endurance +85

SV FIRE +15, SV COLD +15, SV MAGIC +15

Required level of 60.

WT: 0.5 Size: SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

TRAILING LONGSHADOW

Scout Whiteclaw was tasked with trailing Elder Longshadow. He was injured while tracking Elder Longshadow in the Corathus Creep and is no longer able to continue. He has offered to show you where to find Longshadow so you can continue the investigation.

Prerequisites: A Plea for Help

NPC: Shadowwalker Dustspirit

Zone: Stoneroot Falls

MISSION TASKS

1. Speak with Scout Whiteclaw (Stoneroot Falls).
2. Trail Elder Ritualist Longshadow and see what you can discover. You are ambushed along the route by Drachnids at the following seven locations (Undershore):
 - -1516, -859, 186
 - -1388, -557, -11
 - -965, -475, -9
 - -438, -473, -8
 - -191, -177, 4
 - 7, 48, 7
 - 318, 193, 7
3. Slay the informant (Undershore).
4. Get back to Shadowwalker Dustspirit and tell him of your discovery (Stoneroot Falls) (optional).

REWARDS

Wurine Sense Stone (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7

STR +7, DEX +7, STA +7, CHA +7, WIS +7, INT +7, AGI +7

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 60.

Class: ALL

Race: ALL

Wurine Feeling Stone (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE, AUGMENTATION

This Augmentation fits in slot types: 7

Focus Effect: Improved Dodge III

Restrictions: —

Slot: EAR, HEAD, FACE, NECK, SHOULDERS, ARMS, BACK, WRIST, RANGE, HANDS, PRIMARY, SECONDARY, FINGERS, CHEST, LEGS, FEET, WAIST

Recommended level of 60.

Class: ALL

Race: ALL

CONFRONTING A TRAITOR

Elder Longshadow was last seen entering the Ragepaw den and has not been seen since. Find a way into the den and see what is going on there.

Prerequisites: Trailing Longshadow

NPC: Shadowwalker Dustspirit

Zone: Stoneroot Falls

MISSION TASKS

1. Enter the Ragepaw den. The entrance can be found at loc (Undershore).
2. Find the orb. It is located in a chest at loc 484, 736, -88 (Snarlstone Dens).
3. Find Elder Ritualist Longshadow (Snarlstone Dens).
4. Kill Elder Ritualist Longshadow. She teleports away as she loses health, so be prepared to chase her down (Snarlstone Dens).
5. Return the orb to Shadowwalker Dustspirit to be destroyed (Stoneroot Falls) (optional).

REWARDS

Wurine Arcane Cloak (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: BACK

AC: 10

STR +11, DEX +11, WIS +11, INT +11, AGI +11, HP +90, MANA +90

SV FIRE +15, SV COLD +15, SV MAGIC +15

WT: 0.8 **Size:** SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 7: Empty

Wurine Bloodlust Cloak (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: BACK

AC: 11

STR +11, **STA** +11, **WIS** +11, **INT** +11, **AGI** +11, **HP** +90,
MANA +90, **Endurance** +90

SV FIRE +15, **SV COLD** +15, **SV MAGIC** +15

WT: 0.8 **Size:** SMALL

Class: WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BER

Race: ALL

Slot 1, Type 7: Empty

FIND FIBBLEBRAP 1: THE MINES

I've attached a fragment of Fibblebrap's Fibblebrap gem to your compass. It was one of Fibblebrap's early experiments. He stored a couple of happy memories in it as a test—which made him a slightly less pleasant fellow thereafter, I noticed. It always glowed slightly when Fibblebrap held it. Maybe it can help you find Fibblebrap's Fibblebrap gem.

Prerequisites: Amiable faction with Bellfast

NPC: Bellfast

Zone: Corathus Creep

MISSION TASKS

1. Locate the entrance to the mines. It can be found at loc -814, 924, -56 (Corathus Creep).
2. Find Fibblebrap's memory fragment. It's a small rock on the ground that you can pick up near the entrance at loc 55, 0, -14 (Corathus Lair).
3. Find Fibblebrap's Fibblebrap gem. Kill the Creeper Clicktok at loc -1289, -1223, -620 and loot the gem (Corathus Lair).
4. Return the gem to Bellfast (Corathus Creep).

REWARDS

Character Flag

FIND FIBBLEBRAP 2: LOST CAVERNS

Search Therigal's residence for Fibblebrap.

Prerequisites: Find Fibblebrap 1, Kill Warlock Therigal in either Undershore or Stoneroot Falls and loot a nargilor fragment. Give Bellfast the nargilor fragment to initiate the second quest.

NPC: Bellfast

Zone: Corathus Creep

MISSION TASKS

1. Locate the entrance to the Caverns of the Lost. It can be found at loc 454, 1391, 97 (Stoneroot Falls).
2. Enter the Caverns of the Lost (Stoneroot Falls).
3. Search for Warlock Therigal's quarters. The quarters are at loc 182, 1275, -23 (Caverns of the Lost).
4. Slay Captain Therimel (Caverns of the Lost).
5. Receive Fibblebrap's gem fragment from Captain Therimel (Caverns of the Lost).
6. Return the gem to Bellfast (Corathus Creep).

REWARDS

Character Flag

FIND FIBBLEBRAP 3: THE HIVE

Search the Hive for Fibblebrap.

Prerequisites: Find Fibblebrap 2

NPC: Bellfast

Zone: Corathus Creep

MISSION TASKS

1. Make your way to the Hive (the Hive).
2. Search for the hidden lair that Bellfast envisioned. The entrance is at loc 145, 1364, 271 (the Hive).
3. Enter the Living Larder (Living Larder).

4. Search for Fibblebrap's fragment. It can be found at loc 808, 523, -75 (Living Larder).
5. Defeat Foreman Zlixtil (Living Larder).
6. Chase Foreman Zlixtil to the Coven of the Skinwalkers (Living Larder).
7. Confront Foreman Zlixtil and recover the gem fragment (Coven of the Skinwalkers).
8. Return the gem to Bellfast (Corathus Creep).

REWARDS

Character Flag

FIND FIBBLEBRAP 4

Seek out a powerful alchemist by the name of Bilitan.

Prerequisites: Find Fibblebrap 3

NPC: Bellfast

Zone: Corathus Creep

MISSION TASKS

1. Locate Neran Sporestomp. He is in a cocoon at loc -164, -766, 88 (Ruins of Illsalin).
2. Help Neran track down Bilitan the Alchemist. He starts running pretty quickly, so keep an eye on him (Ruins of Illsalin).
3. Enter the Temple of the Korlach at loc -1654, -501, 135 (Ruins of Illsalin).
4. Confront Bilitan the Alchemist. He can be found at loc 20, -870, -73 (Temple of the Korlach).
5. Slay Bilitan the Alchemist (Temple of the Korlach).
6. Secure Fibblebrap's fragment. You find it on the corpse of Bilitan (Temple of the Korlach).
7. Return the gem to Bellfast (Corathus Creep).

REWARDS

Character Flag

FIND FIBBLEBRAP 5

The time has come to rescue Fibblebrap.

Prerequisites: Find Fibblebrap 4

NPC: Bellfast

Zone: Corathus Creep

MISSION TASKS

1. Enter the mines at loc -817, 918, -56 (Corathus Creep).
2. Destroy 10 Creep Reaper Guards. 10/10 guards (Corathus Lair).
3. Destroy the Hurt Machine. It can be found at loc -327, -1254, -397.(Corathus Lair).
4. Recover Fibblebrap's core from the corpse of the Hurt Machine (Corathus Lair).
5. Deliver the parts to Bellfast (Corathus Creep).

REWARDS

Marked Glowing Staff (Caster)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: PRIMARY

Skill: 1H Blunt Atk Delay: 25

DMG: 25 AC: 15

Effect: Color Cloud (Combat)

STR +15, DEX +15, STA +15, WIS +15, INT +15, AGI +15, HP+120, MANA +120

SV DISEASE +20, SV COLD +20, SV MAGIC +20

Recommended level of 70. Required level of 65.

WT: 1.0 Size: SMALL

Class: CLR, DRU, SHM, NEC, WIZ, MAG, ENC

Race: ALL

Slot 1, Type 4: Empty

Razor Sharp Corathus Spear (Melee)

MAGIC ITEM, LORE ITEM, NO TRADE

Slot: PRIMARY SECONDARY

Skill: Piercing Atk Delay: 21

DMG: 16 AC: 20

Effect: Fiery Strike II (Combat)

STR +15, DEX +15, STA +15, WIS +15, INT +15, AGI +15, HP +120, MANA +120, Endurance +120

SV FIRE +20, SV COLD +20, SV POISON +20

Recommended level of 70. Required level of 65.

WT: 1.0 Size: SMALL

Class: BRD, ROG, WAR

Race: ALL

Slot 1, Type 4: Empty

MONSTER MISSIONS

There are a large number of Monster Missions, with more being added every day. Assume the form of powerful creatures and battle as never before. The Monster Missions are a totally different experience than you've ever had. Following is a listing of each Monster Mission currently available, as well as the tasks you must complete for each, and a few special tips to help you succeed.

GENERAL TIPS FOR ALL MONSTER MISSIONS

- All players in the group are teleported by an NPC into the Monster Mission.
- You **must** select a monster to play as in the mission. The monster you select dictates what weapon, armor, etc. you begin the Monster Mission with.
- You get armor, weapon, etc. that is appropriate for the monster you select.
- All monster "spells" are in the form of AAs. So as soon as you enter the Monster Mission, memorize your AA spells and abilities.
- Some items you pick up while inside the Monster Mission instance don't translate to the world outside the instance. Don't be surprised if an item you thought you could take with you disappears.
- Some items that cannot be taken outside of the instance are transformed into items that you may keep and translate into your reward for successful completion of the Monster Mission.

MONSTER MISSIONS

BUTCHERBLOCK—THE POISONED FLOUNDER

Mission Giver: Mister Squich

Monster Type: Pirates

Monster Level: 55

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Board the Poisoned Flounder.	Butcherblock Mountains	Standard
Loot as much plundered treasure as you can in 45 minutes.	East Freeport: The Poisoned Flounder	Instance
How much time you've spent raiding Freeport.	East Freeport: The Poisoned Flounder	Instance
Head back to the docks for your reward.	East Freeport: The Poisoned Flounder	Instance

CORATHUS CREEP—SPORALI MIND MELD

Mission Giver: A rogue freemind Sporali

Monster Type: Sporali

Monster Level: 45

Group Size: 1

Mission Tasks

Task	Zone	Zone Type
Hail the rogue freemind.	Corathus Creep	Standard
Loot one moss club off of Sporali fighter.	Sporali Caverns	Instance
Loot three manasheen toadstools off Sporali gardeners.	Sporali Caverns	Instance
Escape the colony by touching the cave-in.	Sporali Caverns	Instance

EAST COMMONLANDS—A GRIFFIN'S PLIGHT

Mission Giver: Kathi Norman

Monster Type: Griffins

Monster Level: 25

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Locate your missing eggs.	East Commonlands	Instance
Locate the guard who has your last missing egg.	East Commonlands	Instance
Slay the guard who stole your missing egg.	East Commonlands	Instance
Talk to the merchant your egg was sold to.	East Commonlands	Instance
Take care of the merchant selling your last egg.	East Commonlands	Instance
Return to your roost with all of your eggs.	East Commonlands	Instance

HIGHPASS—PICKCLAW'S REVENGE

Mission Giver: Creg Trinkem

Monster Type: Highpass Guards

Monster Level: 30

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Find someone to tell you what has happened here.	High Keep	Instance
Locate the prisoners and free them.	High Keep	Instance
Destroy 40 Pickclaw Goblins.	High Keep	Instance
Make your way back to the entrance to face the Goblin Overlord.	High Keep	Instance

HIGHPASS—STORMING THE KEEP

Mission Giver: Guard Draugdin

Monster Type: Goblins

Monster Level: 50

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Loot five jail keys.	High Keep	Instance
Free five jailed goblins.	High Keep	Instance
Slay 20 guards.	High Keep	Instance

INNOTHULE—THE REVOLT

Mission Giver: A Froglok Protestor

Monster Type: Undead Frogloks

Monster Level: 50

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Defend the area from the Norrathian invaders.	The Ruins of Old Guk	Instance

LAVASTORM—DEFENDING THE LAIR

Mission Giver: A weary traveler

Monster Type: Lord Nagafen and friends

Monster Level: 50 (approximate)

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Relive the battle by imagining the battle.	Any	N/A
Defend your lair against the invaders. Don't let Nagafen die.	Nagafen's Lair: Defending the Lair	Instance

LESSER FAYDARK—BROWNIES OF DOOM

Mission Giver: Nitalla

Monster Type: Brownies

Monster Level: 50

Group Size: 3 to 6



Mission Tasks

Task	Zone	Zone Type
Speak to Telara near the brownie village.	Lesser Faydark	Standard
After Telara has turned you into a brownie, speak to her again to get the wand.	Lesser Faydark: Brownies of Doom	Instance
Rescue 15 corrupted brownies.	Lesser Faydark: Brownies of Doom	Instance
Slay Equestrielle the Corrupted.	Lesser Faydark: Brownies of Doom	Instance
Tell Telara you have freed the brownies.	Lesser Faydark: Brownies of Doom	Instance

NEKTULOS—QUEEN NOK NOK'S TOMB

Mission Giver: A dark spirit of Nektulos

Monster Type: Nektulos Fairy

Monster Level: 25

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Enter the Shadowed Grove.	Nektulos Forest	Standard
Find Queen Nok Nok's tomb.	Shadowed Grove	Instance
Retrieve the Fairy Dust.	Shadowed Grove	Instance
Break the curse by destroying the three shrines.	Shadowed Grove	Instance
Escape the barrow with the Fairy Dust.	Shadowed Grove	Instance
Give one pinch of dust from Queen Nok Nok's wings to a dark spirit of Nektulos.	Nektulos Forest	Standard

NEKTULOS—THE RESCUE OF VODRAK

Mission Giver: A dark spirit of Nektulos

Monster Type: Orcs

Monster Level: 20

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Locate where they are holding Vodrak.	Shadowed Grove	Instance
Hail Vodrak.	Shadowed Grove	Instance
Retrieve the key for Vodrak's shackles.	Shadowed Grove	Instance
Give a gnawed key to Vodrak.	Shadowed Grove	Instance
Guard Vodrak as he flees the camp.	Shadowed Grove	Instance

OVERTHERE—THE FALL OF SHISSAR

Mission Giver: Historian Azern

Monster Type: Iksar Slaves

Monster Level: 50

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Find the lost book, the Green Fog.	The Howling Stones	Standard
Bring the book back to Historian Azern.	Overthere	Standard
Make your way to the center of the commotion near the canyon.	Overthere	Instance
Strike down 15 Shissar before the green mist subsides.	Overthere	Instance
Quickly make your way to the Warsliks Woods before you are found.	Overthere	Instance
Defeat Slavemaster Dryyl.	Overthere	Instance

STONEBRUNT MOUNTAINS—THE KEJEK TRIALS

Mission Giver: Tribesman Juill

Monster Type: Kejek Kerran

Monster Level: 35

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Kill 10 mountain spiritlings.	Stonebrunt Mountains	Instance
Collect five panda pelts.	Stonebrunt Mountains	Instance
Bring the panda pelts to Tribesman Juill.	Stonebrunt Mountains	Instance
Defeat the Kobold Warlord.	Stonebrunt Mountains	Instance

STONEROOT FALLS—INFILTRATING THE HIVE

Mission Giver: Illusionist Zimix

Monster Type: Drachnid

Monster Level: 70

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Sneak into the Hive, where none of the Drachnids can see the enchantment take effect.	Stoneroot Falls	Standard
Search out Vilsrin and see what information you can gather from him.	The Hive	Instance
Kill the Hive Captain.	The Hive	Instance
Kill the Hive Summoner.	The Hive	Instance
Kill the Hive Webmaster.	The Hive	Instance
Head back to the campfires at the main entrance to the Hive.	The Hive	Instance

STONEROOT FALLS—THE ACCURSED BOOK

Mission Giver: Fihtzen

Monster Type: Shiliskin

Monster Level: ???

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Sneak into the Hive through the hidden cave.	Stoneroot Falls	Standard
Search for the summoning chamber.	The Hive	Instance
Slay Kalthis and his minions.	The Hive	Instance
Recover Kalthis's spell book.	The Hive	Instance
Escape the Hive with Shadowspine.	The Hive	Instance

UNDERSHORE—DEFEND THE CAVES

Mission Giver: Scout Bristlethorp

Monster Type: Ragepaw Wurine

Monster Level: 65

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Enter the Snarlstone Dens.	The Undershore	Standard
Defend the Ragepaw Elders from the Shadowmane invasion.	Snarlstone Dens	Instance
Protect Ultrok, the Savage Lord.	Snarlstone Dens	Instance
Slay Commander Darktook.	Snarlstone Dens	Instance

UNDERSHORE—DEFENDING THE GROVE

Mission Giver: A Freemind Cipher

Monster Type: Sporal

Monster Level: 45

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Hail the Cipher.	Sporali Caverns	Instance
Defend the grove from General Hamish.	Sporali Caverns	Instance
Leave the colony to free yourself of this nightmare.	Sporali Caverns	Instance

UNDERSHORE—PROGENITOR

Mission Giver: A Freemind Cipher

Monster Type: Sporali

Monster Level: 45

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Hail the Freemind Cipher.	The Undershore	Standard
Kill three Goblin captors holding the sporeling on the first level.	The Liberated Citadel of Runnyeye	Instance
Free the sporeling in the northern portion of the second level.	The Liberated Citadel of Runnyeye	Instance
Free the sporeling in the northeastern portion of the second level.	The Liberated Citadel of Runnyeye	Instance
Free the sporeling in the northwestern portion of the second level.	The Liberated Citadel of Runnyeye	Instance
Swim to the south and find Darkhollow.	The Liberated Citadel of Runnyeye	Instance

UNDERSHORE—REMEMBRANCE (1/2 GROUP)

Mission Giver: A Freemind Cipher

Monster Type: Sporali

Monster Level: 25

Group Size: 3 to 6 (Turned for 3)

Mission Tasks

Task	Zone	Zone Type
Speak with the Sporali Freemind Cipher.	The Undershore	Standard
Speak with the Mold Master.	The Liberation of Runnyeye	Instance
Kill 30 Evil Eyes.	The Liberation of Runnyeye	Instance
Kill King Oberaxe.	The Liberation of Runnyeye	Instance
Speak with the Freemind Cipher.	The Undershore	Standard

UNDERSHORE—SHADOWMANE INVASION

Mission Giver: Scout Bristlethorp

Monster Type: Shadowmane Wurine

Monster Level: 65

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Enter the Snarlstone Dens.	The Undershore	Standard
Slay the three Ragepaw Elders.	Snarlstone Dens	Instance
Find a way to break through to Ultrok, the Savage Lord.	Snarlstone Dens	Instance
Kill Ultrok, the Savage Lord.	Snarlstone Dens	Instance

UNDERSHORE—SHILSKIN SUBTERFUGE (NORMAL)

Mission Giver: Slave Trader Bologore

Monster Type: Drachnid

Monster Level: 70

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Enter the Temple of Korlach in Illsalin.	Ruins of Illsalin	Standard
Kill 10 rival treasure hunters.	Temple of the Korlach	Instance
Recover six Shiliskin relics.	Temple of the Korlach	Instance
Deliver the Shiliskin relics to Slave Trader Bologore.	The Undershore	Standard

UNDERSHORE—SHILISKIN SUBTERFUGE (HARD)

Mission Giver: Slave Trader Bologore

Monster Type: Drachnid

Monster Level: 70

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Enter the Temple of Korlach in Illsalin.	Ruins of Illsalin	Standard
Kill the party of rival treasure hunters.	Temple of the Korlach	Instance
Recover 10 Shiliskin relics.	Temple of the Korlach	Instance
Deliver the Shiliskin relics to Slave Trader Bologore.	The Undershore	Standard

UNDERSHORE—THE FALL OF ILLSALIN

Mission Giver: Jarzarrad the Prophet

Monster Type: Shiliskin

Monster Level: 70

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Speak with Brother Stillpool, Jarzarrad's disciple.	The Undershore	Standard
Speak with Emperor Draygun.	Illsalin Marketplace	Instance

Fend off the incoming War Swarm attackers.	Illsalin Marketplace	Instance
Kill the Drachnid commander.	Illsalin Marketplace	Instance
Regroup near Emperor Draygun.	Illsalin Marketplace	Instance
Speak with Jarzarrad when you awaken.	The Undershore	Standard



There are two versions of this quest—one normal and one hard.

UNDERSHORE—WAY OF THE FREEMIND (1/2 GROUP)

Mission Giver: A Freemind Cipher

Monster Type: Sporali

Monster Level: 45

Group Size: 3 to 6 (Turned for 3)

Mission Tasks

Task	Zone	Zone Type
Speak with the Freemind Cipher.	The Undershore	Standard
Speak with the Freemind Cipher.	Sporali Caverns	Instance
Fight your way past the invading Orcs with the Freemind Cipher.	Sporali Caverns	Instance
Speak with the Freemind Cipher.	The Undershore	Standard

UPPER GUK—TRAIN!

Mission Giver: An old Froglok

Monster Type: Undead Frogloks

Monster Level: 50

Group Size: 3 to 6

Mission Tasks

Task	Zone	Zone Type
Find and train 30 intruders out of the zone.	The Ruins of Old Guk	Instance

APPENDIX

ABILITIES

BARD

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Harmonious Attack	66	5	This ability increases your chance of performing a double attack in any given combat round.
Selo's Enduring Cadence	66	3	Years of practice allow the bard to innately increase base movement run. This increase does not stack with movement rate spell effects.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Harmonious Attack	67	5	This ability increases your chance of performing a double attack in any given combat round.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Harmonious Attack	68	5	This ability increases your chance of performing a double attack in any given combat round.
Selo's Enduring Cadence	68	6	Years of practice allow the bard to innately increase base movement run. This increase does not stack with movement rate spell effects.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Harmonious Attack	69	5	This ability increases your chance of performing a double attack in any given combat round.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Cacophony	70	3	This ability engulfs your target in a barrage of noise, causing damage to the target for the duration of the effect. Every time this effect causes damage, it also has a chance to interrupt any spells being cast. Additional ranks improve both the damage and the chance to interrupt spells.

BARD (CONT'D)

Name	Level Needed	Cost	Description
Cacophony	70	6	This ability engulfs your target in a barrage of noise, causing damage to the target for the duration of the effect. Every time this effect causes damage, it also has a chance to interrupt any spells being cast. Additional ranks improve both the damage and the chance to interrupt spells.
Cacophony	70	9	This ability engulfs your target in a barrage of noise, causing damage to the target for the duration of the effect. Every time this effect causes damage, it also has a chance to interrupt any spells being cast. Additional ranks improve both the damage and the chance to interrupt spells.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Hastened Blades	70	5	This ability decreases the amount of time required between uses of Dance of Blades by four minutes per rank.
Improved Harmonious Attack	70	5	This ability increases your chance of performing a double attack in any given combat round.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Selo's Enduring Cadence	70	9	Years of practice allow the bard to innately increase base movement run. This increase does not stack with movement rate spell effects.
Song of Stone	70	3	This ability calls a number of stone guardians into existence to attack your target. The first rank of the ability calls three guardians, and each additional rank adds an additional guardian.
Song of Stone	70	6	This ability calls a number of stone guardians into existence to attack your target. The first rank of the ability calls three guardians, and each additional rank adds an additional guardian.
Song of Stone	70	9	This ability calls a number of stone guardians into existence to attack your target. The first rank of the ability calls three guardians, and each additional rank adds an additional guardian.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

BEASTLORD

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.

BEASTLORD (CONT'D)

Name	Level Needed	Cost	Description
Improved Bestial Frenzy	66	5	Each rank in this ability improves your chance of performing a double attack in any given combat round.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Bestial Frenzy	67	5	Each rank in this ability improves your chance of performing a double attack in any given combat round.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Bestial Frenzy	68	5	Each rank in this ability improves your chance of performing a double attack in any given combat round.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Bestial Frenzy	69	5	Each rank in this ability improves your chance of performing a double attack in any given combat round.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Fetter of Spirits	70	9	This ability grants you a more powerful version of Hobble of Spirits, which increases the effectiveness and duration of your pet's ability to slow an enemy's walking speed.
Hastened Thunder	70	5	This ability decreases the amount of time required between uses of Roar of Thunder by 10% per rank.
Improved Bestial Frenzy	70	5	Each rank in this ability improves your chance of performing a double attack in any given combat round.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.

BEASTLORD (CONT'D)

Name	Level Needed	Cost	Description
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Warder's Savagery	70	3	Each rank in this ability increases your warder's chance to flurry attacks.
Warder's Savagery	70	6	Each rank in this ability increases your warder's chance to flurry attacks.
Warder's Savagery	70	9	Each rank in this ability increases your warder's chance to flurry attacks.

BER

Name	Level Needed	Cost	Description
Concentration	66	3	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Conservation	66	5	Each rank of this ability grants you an increasing chance to not use a component when summoning axes.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	66	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Conservation	67	5	Each rank of this ability grants you an increasing chance to not use a component when summoning axes.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	67	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Concentration	68	6	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Conservation	68	5	Each rank of this ability grants you an increasing chance to not use a component when summoning axes.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	68	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Conservation	69	5	Each rank of this ability grants you an increasing chance to not use a component when summoning axes.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	69	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Cascading Rage	70	5	This ability infuses you with a primal rage, increasing your melee abilities, but you also take damage as you push yourself beyond your means. The rage starts slowly, but each additional rank you have in the ability increases its maximum potential. Be warned, once the rage has taken hold of you, the only way to stop it is to let it run its course.

BER (CONT'D)

Name	Level Needed	Cost	Description
Concentration	70	9	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Conservation	70	5	Each rank of this ability grants you an increasing chance to not use a component when summoning axes.
Cry of Battle	70	12	This ability causes your next War Cry to hit everyone within its radius at the cost of doubling the endurance used.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	70	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Relentless Assault	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Wicked Blade	70	3	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	6	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	9	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.

CLERIC

Name	Level Needed	Cost	Description
Turn Undead	59	3	This ability infuses an undead NPC with holy energy, causing it to continually take damage for the next 30 seconds. Each additional level of this ability increases the damage done. Occasionally, an undead NPC reacts violently to the infusion of holy energy, potentially destroying it outright.
Turn Undead	59	6	This ability infuses an undead NPC with holy energy, causing it to continually take damage for the next 30 seconds. Each additional level of this ability increases the damage done. Occasionally, an undead NPC reacts violently to the infusion of holy energy, potentially destroying it outright.

CLERIC (CONT'D)

Name	Level Needed	Cost	Description
Turn Undead	59	9	This ability infuses an undead NPC with holy energy, causing it to continually take damage for the next 30 seconds. Each additional level of this ability increases the damage done. Occasionally, an undead NPC reacts violently to the infusion of holy energy, potentially destroying it outright.
Wrack Undead	65	9	This ability grants you a more damaging version of your Turn Undead ability.
Abundant Healing	66	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	67	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	68	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	69	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.



CLERIC (CONT'D)

Name	Level Needed	Cost	Description
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	70	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Eradicate Undead	70	9	This ability grants you a more damaging version of your Turn Undead ability.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Greater Avatar	70	3	This ability increases the potency of your Divine Avatar ability, increasing your physical prowess even further for a short period of time.
Greater Avatar	70	6	This ability increases the potency of your Divine Avatar ability, increasing your physical prowess even further for a short period of time.
Greater Avatar	70	9	This ability increases the potency of your Divine Avatar ability, increasing your physical prowess even further for a short period of time.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Ward of Purity	70	7	Use of this ability creates a stationary ward that cleanses poison and disease from every player within its range. Increased ranks improve the effectiveness of the ward.

DRUID

Name	Level Needed	Cost	Description
Abundant Healing	66	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	67	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	68	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	69	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.



DRUID (CONT'D)

Name	Level Needed	Cost	Description
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	70	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Affliction Mastery	70	7	This ability improves the chance that damage-over-time spells have a critical effect each time they are active.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Convergence of Spirits	70	3	This ability gives you an alternate form of Spirit of the Grove that channels the energy of the woodland spirits onto a single target. The concentrated energy provides an exceptionally fast heal and leaves the target with a brief period of regeneration and protective thorns.
Convergence of Spirits	70	6	This ability gives you an alternate form of Spirit of the Grove that channels the energy of the woodland spirits onto a single target. The concentrated energy provides an exceptionally fast heal and leaves the target with a brief period of regeneration and protective thorns.
Convergence of Spirits	70	9	This ability gives you an alternate form of Spirit of the Grove that channels the energy of the woodland spirits onto a single target. The concentrated energy provides an exceptionally fast heal and leaves the target with a brief period of regeneration and protective thorns.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Nature's Guardian	70	3	Use of this ability calls forth the spirit of a wild bear to briefly attack your opponent. Additional ranks increase the time before the bear returns to nature.
Nature's Guardian	70	6	Use of this ability calls forth the spirit of a wild bear to briefly attack your opponent. Additional ranks increase the time before the bear returns to nature.
Nature's Guardian	70	9	Use of this ability calls forth the spirit of a wild bear to briefly attack your opponent. Additional ranks increase the time before the bear returns to nature.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.

DRUID (CONT'D)

Name	Level Needed	Cost	Description
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Shared Camouflage	70	12	This ability allows you to cloak your entire group in a camouflage nearly at will, causing them to become invisible without the need to memorize a spell.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

ENCHANTER

Name	Level Needed	Cost	Description
Channeling Mastery	66	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Deep Sleep	66	5	This ability gives you an innate chance to put an NPC into a deep sleep when you mesmerize it. An NPC under the effects of a deep sleep suffers offensive penalties for two minutes after the spell is initially cast. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Rune of Shadows	66	5	This ability provides you with an upgraded version of your Eldritch Rune. Each rank of this ability provides a stronger rune than the previous.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	67	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Deep Sleep	67	5	This ability gives you an innate chance to put an NPC into a deep sleep when you mesmerize it. An NPC under the effects of a deep sleep suffers offensive penalties for two minutes after the spell is initially cast. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Rune of Shadows	67	5	This ability provides you with an upgraded version of your Eldritch Rune. Each rank of this ability provides a stronger rune than the previous.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.

ENCHANTER (CONT'D)

Name	Level Needed	Cost	Description
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	68	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Deep Sleep	68	5	This ability gives you an innate chance to put an NPC into a deep sleep when you mesmerize it. An NPC under the effects of a deep sleep suffers offensive penalties for two minutes after the spell is initially cast. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Rune of Shadows	68	5	This ability provides you with an upgraded version of your Eldritch Rune. Each rank of this ability provides a stronger rune than the previous.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	69	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Deep Sleep	69	5	This ability gives you an innate chance to put an NPC into a deep sleep when you mesmerize it. An NPC under the effects of a deep sleep suffers offensive penalties for two minutes after the spell is initially cast. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Rune of Shadows	69	5	This ability provides you with an upgraded version of your Eldritch Rune. Each rank of this ability provides a stronger rune than the previous.
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	70	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Deep Sleep	70	5	This ability gives you an innate chance to put an NPC into a deep sleep when you mesmerize it. An NPC under the effects of a deep sleep suffers offensive penalties for two minutes after the spell is initially cast. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Edict of Command	70	3	This ability binds an NPC to your will, charming it until the spell wears off. This ability works on NPCs up to level 70. Rank 1 keeps the NPC charmed for two minutes, rank 2 for four minutes, and rank 3 for six minutes.



ENCHANTER (CONT'D)

Name	Level Needed	Cost	Description
Edict of Command	70	6	This ability binds an NPC to your will, charming it until the spell wears off. This ability works on NPCs up to level 70. Rank 1 keeps the NPC charmed for two minutes, rank 2 for four minutes, and rank 3 for six minutes.
Edict of Command	70	9	This ability binds an NPC to your will, charming it until the spell wears off. This ability works on NPCs up to level 70. Rank 1 keeps the NPC charmed for two minutes, rank 2 for four minutes, and rank 3 for six minutes.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Rune of Shadows	70	5	This ability provides you with an upgraded version of your Eldritch Rune. Each rank of this ability provides a stronger rune than the previous.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

MAGICIAN

Name	Level Needed	Cost	Description
Turn Summoned	59	3	This ability infuses a summoned NPC with elemental energy, causing it to continually take damage for the next 30 seconds. Each additional level of this ability increases the damage done. Occasionally, a summoned NPC reacts violently to the infusion of energy, potentially destroying it outright.
Turn Summoned	59	6	This ability infuses a summoned NPC with elemental energy, causing it to continually take damage for the next 30 seconds. Each additional level of this ability increases the damage done. Occasionally, a summoned NPC reacts violently to the infusion of energy, potentially destroying it outright.
Turn Summoned	59	9	This ability infuses a summoned NPC with elemental energy, causing it to continually take damage for the next 30 seconds. Each additional level of this ability increases the damage done. Occasionally, a summoned NPC reacts violently to the infusion of energy, potentially destroying it outright.
Wrack Summoned	65	9	This ability further improves the damage caused by your Turn Summoned ability.
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.

MAGICIAN (CONT'D)

Name	Level Needed	Cost	Description
Companion's Gift	66	3	This ability grants you a chance to score an exceptional heal when healing your pet. An exceptional heal doubles the healing value of the spell.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Companion's Gift	68	6	This ability grants you a chance to score an exceptional heal when healing your pet. An exceptional heal doubles the healing value of the spell.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Companion's Gift	70	9	This ability grants you a chance to score an exceptional heal when healing your pet. An exceptional heal doubles the healing value of the spell.
Elemental Ferocity	70	3	Each rank in this ability increases your elemental's chance to flurry attacks.
Elemental Ferocity	70	6	Each rank in this ability increases your elemental's chance to flurry attacks.
Elemental Ferocity	70	9	Each rank in this ability increases your elemental's chance to flurry attacks.
Eradicate Summoned	70	9	This ability further improves the damage caused by your Turn Summoned ability.

MAGICIAN (CONT'D)

Name	Level Needed	Cost	Description
Extended Burnout	70	5	This ability increases the duration of your Frenzied Burnouts by 12 seconds per rank.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Guardian of Ro	70	3	This ability calls a more-powerful servant into being, who repeatedly hurls fire at your target. Each rank of this ability increases the damaging capabilities of the servant.
Guardian of Ro	70	6	This ability calls a more-powerful servant into being, who repeatedly hurls fire at your target. Each rank of this ability increases the damaging capabilities of the servant.
Guardian of Ro	70	9	This ability calls a more-powerful servant into being, who repeatedly hurls fire at your target. Each rank of this ability increases the damaging capabilities of the servant.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

MONK

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Concentration	66	3	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Unflinching Resolve	66	3	This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Weightless Steps	66	3	Years of training allow the monk to increase base movement run. This increase does not stack with movement rate spell effects.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.

MONK (CONT'D)

Name	Level Needed	Cost	Description
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Concentration	68	6	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Unflinching Resolve	68	6	This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Weightless Steps	68	6	Years of training allow the monk to increase base movement run. This increase does not stack with movement rate spell effects.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Concentration	70	9	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Hastened Death	70	5	This ability decreases the amount of time required between uses of Imitate Death by four minutes per rank.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Relentless Assault	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Unflinching Resolve	70	9	This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Weightless Steps	70	9	Years of training allow the monk to increase base movement run. This increase does not stack with movement rate spell effects.

MONK (CONT'D)

Name	Level Needed	Cost	Description
Wicked Blade	70	3	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	6	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	9	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.

NECROMANCER

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Willful Death	66	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Willful Death	67	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Willful Death	68	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.

NECROMANCER (CONT'D)

Name	Level Needed	Cost	Description
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Willful Death	69	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Affliction Mastery	70	7	This ability improves the chance that damage-over-time spells have a critical effect each time they are active.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Blood Magic	70	12	This ability allows you to fuel your spells directly from your health instead of from your mana. Blood Magic is dangerous, though. Spells drain more health than they would mana, and every time you cast a spell while Blood Magic is in effect, there's a chance that the penalty grows. Once you have started using Blood Magic, you cannot stop until it wears off by itself or you die.
Cloak of Shadows	70	12	This ability allows you to become invisible nearly at will, without the need to memorize a spell.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Grave Robbing	70	5	This ability decreases the amount of time required between uses of Wake the Dead or Army of the Dead by one minute per rank.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Willful Death	70	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.

PALADIN

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	66	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	67	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	68	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	69	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	70	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Cloak of Light	70	12	This ability allows you to become invisible to undead, nearly at will, without the need to memorize a spell.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Knight's Expertise	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.



PALADIN (CONT'D)

Name	Level Needed	Cost	Description
Swift Blade	70	3	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Swift Blade	70	6	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Swift Blade	70	9	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Vanquish Undead	70	7	This ability increases your chance to inflict improved damage versus the undead, as well as the damage you do when you succeed.

RANGER

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Headshot	66	5	This ability increases the maximum level of humanoid that can be affected by your headshot by two levels per rank.
Lightning Strikes	66	5	This ability gives you the chance to perform up to two additional attacks with your primary hand. Additional ranks increase the chance you perform these additional attacks.
Trick Shot	66	3	This ability grants you an innate chance to make an additional attack upon a successful ranged attack. This extra attack consumes an additional arrow or fails if one is not available.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Lightning Strikes	67	5	This ability gives you the chance to perform up to two additional attacks with your primary hand. Additional ranks increase the chance you perform these additional attacks.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Headshot	68	5	This ability increases the maximum level of humanoid that can be affected by your headshot by two levels per rank.

RANGER (CONT'D)

Name	Level Needed	Cost	Description
Lightning Strikes	68	5	This ability gives you the chance to perform up to two additional attacks with your primary hand. Additional ranks increase the chance you perform these additional attacks.
Trick Shot	68	6	This ability grants you an innate chance to make an additional attack upon a successful ranged attack. This extra attack consumes an additional arrow or fails if one is not available.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Lightning Strikes	69	5	This ability gives you the chance to perform up to two additional attacks with your primary hand. Additional ranks increase the chance you perform these additional attacks.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Headshot	70	5	This ability increases the maximum level of humanoid that can be affected by your headshot by two levels per rank.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Lightning Strikes	70	5	This ability gives you the chance to perform up to two additional attacks with your primary hand. Additional ranks increase the chance you perform these additional attacks.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Relentless Assault	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Shared Camouflage	70	12	This ability allows you to cloak your entire group in a camouflage nearly at will, causing them to become invisible without the need to memorize a spell.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Trick Shot	70	9	This ability grants you an innate chance to make an additional attack upon a successful ranged attack. This extra attack consumes an additional arrow or fails if one is not available.
Wicked Blade	70	3	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	6	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	9	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.

ROGUE

Name	Level Needed	Cost	Description
Appraisal	60	3	This ability allows you to estimate the selling price of an item you are holding on your cursor.
Anatomy	66	5	This ability increases the maximum level of humanoid that can be affected by your assassination ability by three levels per rank.
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Concentration	66	3	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Precise Strikes	66	5	Each rank in this ability increases the minimum damage you do on any backstab.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Anatomy	68	5	This ability increases the maximum level of humanoid that can be affected by your assassination ability by three levels per rank.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Concentration	68	6	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Precise Strikes	68	5	Each rank in this ability increases the minimum damage you do on any backstab.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Anatomy	70	5	This ability increases the maximum level of humanoid that can be affected by your assassination ability by three levels per rank.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Concentration	70	9	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.

ROGUE (CONT'D)

Name	Level Needed	Cost	Description
Forced Opening	70	7	Each rank in this ability increases the chance that you can make a normal backstab from any angle.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precise Strikes	70	5	Each rank in this ability increases the minimum damage you do on any backstab.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Relentless Assault	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Stealthy Getaway	70	9	This ability allows you to quickly retreat from the current situation and arrive at a relatively safe location elsewhere in the zone. You must be hidden to use this ability.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

SHADOWKNIGHT

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	66	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Willful Death	66	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	67	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Willful Death	67	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	68	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.

SHADOWKNIGHT (CONT'D)

Name	Level Needed	Cost	Description
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Willful Death	68	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	69	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Willful Death	69	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	70	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Cloak of Shadows	70	12	This ability allows you to become invisible nearly at will, without the need to memorize a spell.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Knight's Expertise	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Swift Blade	70	3	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Swift Blade	70	6	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Swift Blade	70	9	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Willful Death	70	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.

SHAMAN

Name	Level Needed	Cost	Description
Abundant Healing	66	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	67	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	68	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	69	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	70	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.

SHAMAN (CONT'D)

Name	Level Needed	Cost	Description
Affliction Mastery	70	7	This ability improves the chance that damage-over-time spells have a critical effect each time they are active.
Ancestral Guard	70	3	Through the use of this ability, you can call upon ancestral spirits to briefly protect you from harm. The spirits absorb a portion of the damage you would normally take. Additional ranks increase the percent of damage that the spirits take instead of you.
Ancestral Guard	70	6	Through the use of this ability, you can call upon ancestral spirits to briefly protect you from harm. The spirits absorb a portion of the damage you would normally take. Additional ranks increase the percent of damage that the spirits take instead of you.
Ancestral Guard	70	9	Through the use of this ability, you can call upon ancestral spirits to briefly protect you from harm. The spirits absorb a portion of the damage you would normally take. Additional ranks increase the percent of damage that the spirits take instead of you.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Greater Rabid Bear	70	9	This ability grants you a more-powerful version of Rabid Bear, greatly increasing all of your offensive capabilities.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

WARRIOR

Name	Level Needed	Cost	Description
Concentration	66	3	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.

WARRIOR (CONT'D)

Name	Level Needed	Cost	Description
Field Dressing	66	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	67	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Concentration	68	6	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	68	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	69	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Call of Challenge	70	9	This ability gives you a chance to provoke your opponent into fighting rather than fleeing.
Concentration	70	9	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Dauntless Perseverance	70	12	This ability increases your stalwart endurance, making you always able to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	70	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Hastened Defiance	70	5	This ability decreases the amount of time required between uses of Warlord's Tenacity and Resolute Defiance by 10% per rank.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Relentless Assault	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Wicked Blade	70	3	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	6	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.

WARRIOR (CONT'D)

Name	Level Needed	Cost	Description
Wicked Blade	70	9	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.

WIZARD

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Hastened Mind Crash	66	5	This ability decreases the amount of time required between uses of Mind Crash by 10% per rank.
Pyromancy	66	3	This causes any level 60 or higher fire-based direct damage spell you cast to have a chance to cause the targeted creature to burst into flames, taking continual damage and becoming more susceptible to further fire-based attacks. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Hastened Mind Crash	67	5	This ability decreases the amount of time required between uses of Mind Crash by 10% per rank.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Hastened Mind Crash	68	5	This ability decreases the amount of time required between uses of Mind Crash by 10% per rank.
Pyromancy	68	6	This causes any level 60 or higher fire-based direct damage spell you cast to have a chance to cause the targeted creature to burst into flames, taking continual damage and becoming more susceptible to further fire-based attacks. Additional ranks increase the effectiveness of the ability and the chance for it to occur.

WIZARD (CONT'D)

Name	Level Needed	Cost	Description
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Hastened Mind Crash	69	5	This ability decreases the amount of time required between uses of Mind Crash by 10% per rank.
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Hastened Mind Crash	70	5	This ability decreases the amount of time required between uses of Mind Crash by 10% per rank.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Mastery of Fury	70	7	This ability further increases the strength of your critical spell hits, causing them to do more damage.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Pyromancy	70	9	This causes any level 60 or higher fire-based direct damage spell you cast to have a chance to cause the targeted creature to burst into flames, taking continual damage and becoming more susceptible to further fire-based attacks. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Translocational Anchor	70	3	While under the effect of this ability, an NPC cannot gate away from you. Additional ranks increase the duration of the effect.
Translocational Anchor	70	6	While under the effect of this ability, an NPC cannot gate away from you. Additional ranks increase the duration of the effect.
Translocational Anchor	70	9	While under the effect of this ability, an NPC cannot gate away from you. Additional ranks increase the duration of the effect.

ALTERNATE ADVANCEMENT ABILITIES

BARD

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Harmonious Attack	66	5	This ability increases your chance of performing a double attack in any given combat round.
Selo's Enduring Cadence	66	3	Years of practice allow the bard to innately increase base movement run. This increase does not stack with movement rate spell effects.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Harmonious Attack	67	5	This ability increases your chance of performing a double attack in any given combat round.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Harmonious Attack	68	5	This ability increases your chance of performing a double attack in any given combat round.
Selo's Enduring Cadence	68	6	Years of practice allow the bard to innately increase base movement run. This increase does not stack with movement rate spell effects.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Harmonious Attack	69	5	This ability increases your chance of performing a double attack in any given combat round.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Cacophony	70	3	This ability engulfs your target in a barrage of noise, causing damage to the target for the duration of the effect. Every time this effect causes damage, it also has a chance to interrupt any spells being cast. Additional ranks improve both the damage and the chance to interrupt spells.
Cacophony	70	6	This ability engulfs your target in a barrage of noise, causing damage to the target for the duration of the effect. Every time this effect causes damage, it also has a chance to interrupt any spells being cast. Additional ranks improve both the damage and the chance to interrupt spells.

BARD (CONT'D)

Name	Level Needed	Cost	Description
Cacophony	70	9	This ability engulfs your target in a barrage of noise, causing damage to the target for the duration of the effect. Every time this effect causes damage, it also has a chance to interrupt any spells being cast. Additional ranks improve both the damage and the chance to interrupt spells.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Hastened Blades	70	5	This ability decreases the amount of time required between uses of Dance of Blades by four minutes per rank.
Improved Harmonious Attack	70	5	This ability increases your chance of performing a double attack in any given combat round.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Selo's Enduring Cadence	70	9	Years of practice allow the bard to innately increase base movement run. This increase does not stack with movement rate spell effects.
Song of Stone	70	3	This ability calls a number of stone guardians into existence to attack your target. The first rank of the ability calls three guardians, and each additional rank adds an additional guardian.
Song of Stone	70	6	This ability calls a number of stone guardians into existence to attack your target. The first rank of the ability calls three guardians, and each additional rank adds an additional guardian.
Song of Stone	70	9	This ability calls a number of stone guardians into existence to attack your target. The first rank of the ability calls three guardians, and each additional rank adds an additional guardian.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

BEASTLORD

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Bestial Frenzy	66	5	Each rank in this ability improves your chance of performing a double attack in any given combat round.

BEASTLORD (CONT'D)

Name	Level Needed	Cost	Description
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Bestial Frenzy	67	5	Each rank in this ability improves your chance of performing a double attack in any given combat round.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Bestial Frenzy	68	5	Each rank in this ability improves your chance of performing a double attack in any given combat round.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Bestial Frenzy	69	5	Each rank in this ability improves your chance of performing a double attack in any given combat round.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Fetter of Spirits	70	9	This ability grants you a more powerful version of Hobble of Spirits, which increases the effectiveness and duration of your pet's ability to slow an enemy's walking speed.
Hastened Thunder	70	5	This ability decreases the amount of time required between uses of Roar of Thunder by 10% per rank.
Improved Bestial Frenzy	70	5	Each rank in this ability improves your chance of performing a double attack in any given combat round.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

BEASTLORD (CONT'D)

Name	Level Needed	Cost	Description
Warder's Savagery	70	3	Each rank in this ability increases your warder's chance to flurry attacks.
Warder's Savagery	70	6	Each rank in this ability increases your warder's chance to flurry attacks.
Warder's Savagery	70	9	Each rank in this ability increases your warder's chance to flurry attacks.

BER

Name	Level Needed	Cost	Description
Concentration	66	3	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Conservation	66	5	Each rank of this ability grants you an increasing chance to not use a component when summoning axes.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	66	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Conservation	67	5	Each rank of this ability grants you an increasing chance to not use a component when summoning axes.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	67	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Concentration	68	6	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Conservation	68	5	Each rank of this ability grants you an increasing chance to not use a component when summoning axes.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	68	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Conservation	69	5	Each rank of this ability grants you an increasing chance to not use a component when summoning axes.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	69	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Cascading Rage	70	5	This ability infuses you with a primal rage, increasing your melee abilities, but you also take damage as you push yourself beyond your means. The rage starts slowly, but each additional rank you have in the ability increases its maximum potential. Be warned, once the rage has taken hold of you, the only way to stop it is to let it run its course.
Concentration	70	9	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.

BER (CONT'D)

Name	Level Needed	Cost	Description
Conservation	70	5	Each rank of this ability grants you an increasing chance to not use a component when summoning axes.
Cry of Battle	70	12	This ability causes your next War Cry to hit everyone within its radius at the cost of doubling the endurance used.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	70	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Relentless Assault	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Wicked Blade	70	3	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	6	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	9	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.

CLERIC

Name	Level Needed	Cost	Description
Turn Undead	59	6	This ability infuses an undead NPC with holy energy, causing it to continually take damage for the next 30 seconds. Each additional level of this ability increases the damage done. Occasionally, an undead NPC reacts violently to the infusion of holy energy, potentially destroying it outright.
Turn Undead	59	9	This ability infuses an undead NPC with holy energy, causing it to continually take damage for the next 30 seconds. Each additional level of this ability increases the damage done. Occasionally, an undead NPC reacts violently to the infusion of holy energy, potentially destroying it outright.
Turn Undead	59	3	This ability infuses an undead NPC with holy energy, causing it to continually take damage for the next 30 seconds. Each additional level of this ability increases the damage done. Occasionally, an undead NPC reacts violently to the infusion of holy energy, potentially destroying it outright.

CLERIC (CONT'D)

Name	Level Needed	Cost	Description
Wrack Undead	65	9	This ability grants you a more damaging version of your Turn Undead ability.
Abundant Healing	66	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	67	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	68	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	69	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	70	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.

CLERIC (CONT'D)

Name	Level Needed	Cost	Description
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Eradicate Undead	70	9	This ability grants you a more damaging version of your Turn Undead ability.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Greater Avatar	70	3	This ability increases the potency of your Divine Avatar ability, increasing your physical prowess even further for a short period of time.
Greater Avatar	70	6	This ability increases the potency of your Divine Avatar ability, increasing your physical prowess even further for a short period of time.
Greater Avatar	70	9	This ability increases the potency of your Divine Avatar ability, increasing your physical prowess even further for a short period of time.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Ward of Purity	70	7	Use of this ability creates a stationary ward that cleanses poison and disease from every player within its range. Increased ranks improve the effectiveness of the ward.
Abundant Healing	66	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.

DRUID

Name	Level Needed	Cost	Description
Abundant Healing	67	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	68	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	69	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	70	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Affliction Mastery	70	7	This ability improves the chance that damage-over-time spells have a critical effect each time they are active.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Convergence of Spirits	70	3	This ability gives you an alternate form of Spirit of the Grove that channels the energy of the woodland spirits onto a single target. The concentrated energy provides an exceptionally fast heal and leaves the target with a brief period of regeneration and protective thorns.
Convergence of Spirits	70	6	This ability gives you an alternate form of Spirit of the Grove that channels the energy of the woodland spirits onto a single target. The concentrated energy provides an exceptionally fast heal and leaves the target with a brief period of regeneration and protective thorns.

DRUID (CONT'D)

Name	Level Needed	Cost	Description
Convergence of Spirits	70	9	This ability gives you an alternate form of Spirit of the Grove that channels the energy of the woodland spirits onto a single target. The concentrated energy provides an exceptionally fast heal and leaves the target with a brief period of regeneration and protective thorns.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Nature's Guardian	70	3	Use of this ability calls forth the spirit of a wild bear to briefly attack your opponent. Additional ranks increase the time before the bear returns to nature.
Nature's Guardian	70	6	Use of this ability calls forth the spirit of a wild bear to briefly attack your opponent. Additional ranks increase the time before the bear returns to nature.
Nature's Guardian	70	9	Use of this ability calls forth the spirit of a wild bear to briefly attack your opponent. Additional ranks increase the time before the bear returns to nature.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Shared Camouflage	70	12	This ability allows you to cloak your entire group in a camouflage nearly at will, causing them to become invisible without the need to memorize a spell.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

ENCHANTER

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	66	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.

ENCHANTER (CONT'D)

Name	Level Needed	Cost	Description
Deep Sleep	66	5	This ability gives you an innate chance to put an NPC into a deep sleep when you mesmerize it. An NPC under the effects of a deep sleep suffers offensive penalties for two minutes after the spell is initially cast. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Rune of Shadows	66	5	This ability provides you with an upgraded version of your Eldritch Rune. Each rank of this ability provides a stronger rune than the previous.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	67	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Deep Sleep	67	5	This ability gives you an innate chance to put an NPC into a deep sleep when you mesmerize it. An NPC under the effects of a deep sleep suffers offensive penalties for two minutes after the spell is initially cast. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Rune of Shadows	67	5	This ability provides you with an upgraded version of your Eldritch Rune. Each rank of this ability provides a stronger rune than the previous.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	68	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Deep Sleep	68	5	This ability gives you an innate chance to put an NPC into a deep sleep when you mesmerize it. An NPC under the effects of a deep sleep suffers offensive penalties for two minutes after the spell is initially cast. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Rune of Shadows	68	5	This ability provides you with an upgraded version of your Eldritch Rune. Each rank of this ability provides a stronger rune than the previous.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.

ENCHANTER (CONT'D)

Name	Level Needed	Cost	Description
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	69	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Deep Sleep	69	5	This ability gives you an innate chance to put an NPC into a deep sleep when you mesmerize it. An NPC under the effects of a deep sleep suffers offensive penalties for two minutes after the spell is initially cast. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Rune of Shadows	69	5	This ability provides you with an upgraded version of your Eldritch Rune. Each rank of this ability provides a stronger rune than the previous.
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	70	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Deep Sleep	70	5	This ability gives you an innate chance to put an NPC into a deep sleep when you mesmerize it. An NPC under the effects of a deep sleep suffers offensive penalties for two minutes after the spell is initially cast. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Edict of Command	70	3	This ability binds an NPC to your will, charming it until the spell wears off. This ability works on NPCs up to level 70. Rank 1 keeps the NPC charmed for two minutes, rank 2 for four minutes, and rank 3 for six minutes.
Edict of Command	70	6	This ability binds an NPC to your will, charming it until the spell wears off. This ability works on NPCs up to level 70. Rank 1 keeps the NPC charmed for two minutes, rank 2 for four minutes, and rank 3 for six minutes.
Edict of Command	70	9	This ability binds an NPC to your will, charming it until the spell wears off. This ability works on NPCs up to level 70. Rank 1 keeps the NPC charmed for two minutes, rank 2 for four minutes, and rank 3 for six minutes.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.

ENCHANTER (CONT'D)

Name	Level Needed	Cost	Description
Rune of Shadows	70	5	This ability provides you with an upgraded version of your Eldritch Rune. Each rank of this ability provides a stronger rune than the previous.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

MAGICIAN

Name	Level Needed	Cost	Description
Turn Summoned	59	3	This ability infuses a summoned NPC with elemental energy, causing it to continually take damage for the next 30 seconds. Each additional level of this ability increases the damage done. Occasionally, a summoned NPC reacts violently to the infusion of energy, potentially destroying it outright.
Turn Summoned	59	6	This ability infuses a summoned NPC with elemental energy, causing it to continually take damage for the next 30 seconds. Each additional level of this ability increases the damage done. Occasionally, a summoned NPC reacts violently to the infusion of energy, potentially destroying it outright.
Turn Summoned	59	9	This ability infuses a summoned NPC with elemental energy, causing it to continually take damage for the next 30 seconds. Each additional level of this ability increases the damage done. Occasionally, a summoned NPC reacts violently to the infusion of energy, potentially destroying it outright.
Wrack Summoned	65	9	This ability further improves the damage caused by your Turn Summoned ability.
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Companion's Gift	66	3	This ability grants you a chance to score an exceptional heal when healing your pet. An exceptional heal doubles the healing value of the spell.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Companion's Gift	68	6	This ability grants you a chance to score an exceptional heal when healing your pet. An exceptional heal doubles the healing value of the spell.

MAGICIAN (CONT'D)

Name	Level Needed	Cost	Description
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Companion's Gift	70	9	This ability grants you a chance to score an exceptional heal when healing your pet. An exceptional heal doubles the healing value of the spell.
Elemental Ferocity	70	3	Each rank in this ability increases your elemental's chance to flurry attacks.
Elemental Ferocity	70	6	Each rank in this ability increases your elemental's chance to flurry attacks.
Elemental Ferocity	70	9	Each rank in this ability increases your elemental's chance to flurry attacks.
Eradicate Summoned	70	9	This ability further improves the damage caused by your Turn Summoned ability.
Extended Burnout	70	5	This ability increases the duration of your Frenzied Burnouts by 12 seconds per rank.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Guardian of Ro	70	3	This ability calls a more-powerful servant into being, who repeatedly hurls fire at your target. Each rank of this ability increases the damaging capabilities of the servant.
Guardian of Ro	70	6	This ability calls a more-powerful servant into being, who repeatedly hurls fire at your target. Each rank of this ability increases the damaging capabilities of the servant.
Guardian of Ro	70	9	This ability calls a more-powerful servant into being, who repeatedly hurls fire at your target. Each rank of this ability increases the damaging capabilities of the servant.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.

MAGICIAN (CONT'D)

Name	Level Needed	Cost	Description
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

MONK

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Concentration	66	3	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Unflinching Resolve	66	3	This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Weightless Steps	66	3	Years of training allow the monk to increase base movement run. This increase does not stack with movement rate spell effects.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Concentration	68	6	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Unflinching Resolve	68	6	This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Weightless Steps	68	6	Years of training allow the monk to increase base movement run. This increase does not stack with movement rate spell effects.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Concentration	70	9	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.

MONK (CONT'D)

Name	Level Needed	Cost	Description
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Hastened Death	70	5	This ability decreases the amount of time required between uses of Imitate Death by four minutes per rank.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Relentless Assault	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Unflinching Resolve	70	9	This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Weightless Steps	70	9	Years of training allow the monk to increase base movement run. This increase does not stack with movement rate spell effects.
Wicked Blade	70	3	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	6	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	9	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.

NECROMANCER

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Willful Death	66	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.

NECROMANCER (CONT'D)

Name	Level Needed	Cost	Description
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Willful Death	67	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Willful Death	68	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Willful Death	69	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Affliction Mastery	70	7	This ability improves the chance that damage-over-time spells have a critical effect each time they are active.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Blood Magic	70	12	This ability allows you to fuel your spells directly from your health instead of from your mana. Blood Magic is dangerous, though. Spells drain more health than they would mana, and every time you cast a spell while Blood Magic is in effect, there's a chance that the penalty grows. Once you have started using Blood Magic, you cannot stop until it wears off by itself or you die.
Cloak of Shadows	70	12	This ability allows you to become invisible nearly at will, without the need to memorize a spell.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Grave Robbing	70	5	This ability decreases the amount of time required between uses of Wake the Dead or Army of the Dead by one minute per rank.

NECROMANCER (CONT'D)

Name	Level Needed	Cost	Description
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Willful Death	70	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.

PALADIN

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	66	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	67	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	68	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	69	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.

PALADIN (CONT'D)

Name	Level Needed	Cost	Description
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	70	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Cloak of Light	70	12	This ability allows you to become invisible to undead, nearly at will, without the need to memorize a spell.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Knight's Expertise	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Swift Blade	70	3	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Swift Blade	70	6	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Swift Blade	70	9	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Vanquish Undead	70	7	This ability increases your chance to inflict improved damage versus the undead, as well as the damage you do when you succeed.

RANGER

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Headshot	66	5	This ability increases the maximum level of humanoid that can be affected by your headshot by two levels per rank.
Lightning Strikes	66	5	This ability gives you the chance to perform up to two additional attacks with your primary hand. Additional ranks increase the chance you perform these additional attacks.
Trick Shot	66	3	This ability grants you an innate chance to make an additional attack upon a successful ranged attack. This extra attack consumes an additional arrow or fails if one is not available.

RANGER (CONT'D)

Name	Level Needed	Cost	Description
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Lightning Strikes	67	5	This ability gives you the chance to perform up to two additional attacks with your primary hand. Additional ranks increase the chance you perform these additional attacks.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Headshot	68	5	This ability increases the maximum level of humanoid that can be affected by your headshot by two levels per rank.
Lightning Strikes	68	5	This ability gives you the chance to perform up to two additional attacks with your primary hand. Additional ranks increase the chance you perform these additional attacks.
Trick Shot	68	6	This ability grants you an innate chance to make an additional attack upon a successful ranged attack. This extra attack consumes an additional arrow or fails if one is not available.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Lightning Strikes	69	5	This ability gives you the chance to perform up to two additional attacks with your primary hand. Additional ranks increase the chance you perform these additional attacks.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Improved Headshot	70	5	This ability increases the maximum level of humanoid that can be affected by your headshot by two levels per rank.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Lightning Strikes	70	5	This ability gives you the chance to perform up to two additional attacks with your primary hand. Additional ranks increase the chance you perform these additional attacks.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.

RANGER (CONT'D)

Name	Level Needed	Cost	Description
Relentless Assault	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Relentless Assault	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Shared Camouflage	70	12	This ability allows you to cloak your entire group in a camouflage nearly at will, causing them to become invisible without the need to memorize a spell.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Trick Shot	70	9	This ability grants you an innate chance to make an additional attack upon a successful ranged attack. This extra attack consumes an additional arrow or fails if one is not available.
Wicked Blade	70	3	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	6	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	9	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.

ROGUE

Name	Level Needed	Cost	Description
Appraisal	60	3	This ability allows you to estimate the selling price of an item you are holding on your cursor.
Anatomy	66	5	This ability increases the maximum level of humanoid that can be affected by your assassination ability by three levels per rank.
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Concentration	66	3	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Precise Strikes	66	5	Each rank in this ability increases the minimum damage you do on any backstab.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Anatomy	68	5	This ability increases the maximum level of humanoid that can be affected by your assassination ability by three levels per rank.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Concentration	68	6	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.

ROGUE (CONT'D)

Name	Level Needed	Cost	Description
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Precise Strikes	68	5	Each rank in this ability increases the minimum damage you do on any backstab.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Anatomy	70	5	This ability increases the maximum level of humanoid that can be affected by your assassination ability by three levels per rank.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Concentration	70	9	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Forced Opening	70	7	Each rank in this ability increases the chance that you can make a normal backstab from any angle.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precise Strikes	70	5	Each rank in this ability increases the minimum damage you do on any backstab.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Relentless Assault	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Stealthy Getaway	70	9	This ability allows you to quickly retreat from the current situation and arrive at a relatively safe location elsewhere in the zone. You must be hidden to use this ability.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

SHADOWKNIGHT (CONT'D)

Name	Level Needed	Cost	Description
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	66	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Willful Death	66	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	67	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Willful Death	67	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	68	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Willful Death	68	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	69	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Willful Death	69	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Channeling Mastery	70	5	Each rank of this ability further reduces the chance of your spell casts being interrupted.
Cloak of Shadows	70	12	This ability allows you to become invisible nearly at will, without the need to memorize a spell.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.

SHADOWKNIGHT (CONT'D)

Name	Level Needed	Cost	Description
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Knight's Expertise	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Swift Blade	70	3	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Swift Blade	70	6	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Swift Blade	70	9	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Willful Death	70	5	Each rank in this ability grants you an increasing chance for your feigned deaths to not be revealed by spells cast upon you.

SHAMAN

Name	Level Needed	Cost	Description
Abundant Healing	66	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	66	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	67	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.

SHAMAN (CONT'D)

Name	Level Needed	Cost	Description
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	68	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	69	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continues to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Abundant Healing	70	5	Whenever you cast a level 60 or higher direct healing spell, there is a chance that your target continue to be healed over the next 30 seconds. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Affliction Mastery	70	7	This ability improves the chance that damage-over-time spells have a critical effect each time they are active.
Ancestral Guard	70	3	Through the use of this ability, you can call upon ancestral spirits to briefly protect you from harm. The spirits absorb a portion of the damage you would normally take. Additional ranks increase the percent of damage that the spirits take instead of you.
Ancestral Guard	70	6	Through the use of this ability, you can call upon ancestral spirits to briefly protect you from harm. The spirits absorb a portion of the damage you would normally take. Additional ranks increase the percent of damage that the spirits take instead of you.
Ancestral Guard	70	9	Through the use of this ability, you can call upon ancestral spirits to briefly protect you from harm. The spirits absorb a portion of the damage you would normally take. Additional ranks increase the percent of damage that the spirits take instead of you.

SHAMAN (CONT'D)

Name	Level Needed	Cost	Description
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Greater Rabid Bear	70	9	This ability grants you a more powerful version of Rabid Bear, greatly increasing all of your offensive capabilities.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.

WARRIOR

Name	Level Needed	Cost	Description
Concentration	66	3	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	66	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	66	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Enhanced Aggression	67	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	67	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Concentration	68	6	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Enhanced Aggression	68	5	Each rank of this ability increases the maximum amount of attack you can gain from items.

WARRIOR (CONT'D)

Name	Level Needed	Cost	Description
Field Dressing	68	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Enhanced Aggression	69	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	69	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Call of Challenge	70	9	This ability gives you a chance to provoke your opponent into fighting rather than fleeing.
Concentration	70	9	Each rank in this ability increases your chance to not have item effects interrupted when you take damage.
Dauntless Perseverance	70	12	This ability increases your stalwart endurance, making you always able to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Enhanced Aggression	70	5	Each rank of this ability increases the maximum amount of attack you can gain from items.
Field Dressing	70	3	This ability further increases the amount of healing provided by a single bandage while binding wounds.
Hastened Defiance	70	5	This ability decreases the amount of time required between uses of Warlord's Tenacity and Resolute Defiance by 10% per rank.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Relentless Assault	70	7	Each rank in this ability grants you an increased chance of performing a double attack in any given combat round.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Wicked Blade	70	3	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	6	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.
Wicked Blade	70	9	Each rank in this ability increases the chance of scoring an extra hit with all two-handed weapons that you wield.

WIZARD

Name	Level Needed	Cost	Description
Gift of Mana	66	3	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Hastened Mind Crash	66	5	This ability decreases the amount of time required between uses of Mind Crash by 10% per rank.
Pyromancy	66	3	This causes any level 60 or higher fire-based direct damage spell you cast to have a chance to cause the targeted creature to burst into flames, taking continual damage and becoming more susceptible to further fire-based attacks. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Silent Casting	66	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	67	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Hastened Mind Crash	67	5	This ability decreases the amount of time required between uses of Mind Crash by 10% per rank.
Silent Casting	67	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	68	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	68	6	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Hastened Mind Crash	68	5	This ability decreases the amount of time required between uses of Mind Crash by 10% per rank.
Pyromancy	68	6	This causes any level 60 or higher fire-based direct damage spell you cast to have a chance to cause the targeted creature to burst into flames, taking continual damage and becoming more susceptible to further fire-based attacks. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Silent Casting	68	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.

WIZARD (CONT'D)

Name	Level Needed	Cost	Description
Bandage Wounds	69	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Hastened Mind Crash	69	5	This ability decreases the amount of time required between uses of Mind Crash by 10% per rank.
Silent Casting	69	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Bandage Wounds	70	3	Each rank in this ability increases the amount of healing provided by a single bandage.
Gift of Mana	70	9	Whenever you cast a level 65 or higher spell that heals or harms someone, this ability grants you an innate chance for the next spell you cast to only cost a single point of mana. Additional ranks increase the chance of this occurring. Note that you only have a brief time to make use of the benefits of this ability before it fades away.
Hastened Mind Crash	70	5	This ability decreases the amount of time required between uses of Mind Crash by 10% per rank.
Innate See Invisibility	70	9	This ability permanently enhances your vision, allowing you to see the invisible.
Mastery of Fury	70	7	This ability further increases the strength of your critical spell hits, causing them to do more damage.
Precognition	70	5	Each rank in this ability further increases your chance of completely avoiding incoming melee damage.
Prolonged Mortality	70	5	This ability increases how far below 0 your hit points can fall before you die by an additional 50 hit points per rank. You still fall unconscious when you reach 0 hit points.
Pyromancy	70	9	This causes any level 60 or higher fire-based direct damage spell you cast to have a chance to cause the targeted creature to burst into flames, taking continual damage and becoming more susceptible to further fire-based attacks. Additional ranks increase the effectiveness of the ability and the chance for it to occur.
Silent Casting	70	5	While active, this ability reduces the amount of hate you generate when casting spells by up to 20%. Each additional rank increases the maximum that this ability can reduce your hate by an additional 20%.
Thick Skin	70	5	Each rank in this ability further increases your mitigation of incoming melee damage.
Translocational Anchor	70	3	While under the effect of this ability, an NPC cannot gate away from you. Additional ranks increase the duration of the effect.
Translocational Anchor	70	6	While under the effect of this ability, an NPC cannot gate away from you. Additional ranks increase the duration of the effect.
Translocational Anchor	70	9	While under the effect of this ability, an NPC cannot gate away from you. Additional ranks increase the duration of the effect.

MONSTER STATS BY ZONE

CORATHUS

Monster Race	Level	Magic Resistance	Fire Resistance	Cold Resistance	Poison Resistance	Disease Resistance	Strength	Intelligence	Wisdom	Agility	Dexterity	Stamina
Clockwork Gnome	45 to 50	Low	Moderate	Moderate	High	High	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Corathus	45 to 50	Low	Low	Low	Low	Moderate	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Fungus Man	45 to 50	Low	Low	Low	Moderate	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Giant Rat	45 to 50	Low	Low	Low	Low	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Shiliskin	45 to 50	Low	Low	Low	Low	Low	Low	Low	Low	Low	Low	Low
Snake	45 to 50	Moderate	Moderate	Moderate	Moderate	Moderate	High	Low	High	Moderate	Moderate	High
Spider	45 to 50	Moderate	Moderate	Moderate	High	High	High	Low	High	Moderate	Moderate	High
Spider Queen	70	Low	Low	Low	Low	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate

DRACHNID HIVE

Monster Race	Level	Magic Resistance	Fire Resistance	Cold Resistance	Poison Resistance	Disease Resistance	Strength	Intelligence	Wisdom	Agility	Dexterity	Stamina
Clockwork Gnome	65 to 70	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Drachnid	65 to 70	Low	Low	Moderate	High	Low	High	Low	High	Moderate	Moderate	High
Orc	65 to 70	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Shiliskin	65 to 70	Low	Low	Low	Low	Low	Moderate	Low	Moderate	Low	Low	Moderate
Spider	65 to 70	Moderate	Low	Moderate	Moderate	Moderate	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Werewolf	65 to 70	Low	Low	Low	Low	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Zombie	65 to 70	Low	Low	Low	Low	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate

DREADSPIRE

Monster Race	Level	Magic Resistance	Fire Resistance	Cold Resistance	Poison Resistance	Disease Resistance	Strength	Intelligence	Wisdom	Agility	Dexterity	Stamina
Dervish	65 to 70	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Drachnid	65 to 70	Moderate	Moderate	Moderate	High	Moderate	High	Low	High	Moderate	Moderate	High
Gargoyle	65 to 70	Moderate	High	High	High	High	High	Low	High	Moderate	Moderate	High
Giant Bat	65 to 70	Moderate	Moderate	Moderate	Moderate	Moderate	High	Low	High	Moderate	Moderate	High
Giant Rat	65 to 70	Low	Low	Low	Low	Low	Low	Low	Low	Low	Low	Low
Orc	65 to 70	Low	Low	Low	Low	Low	Low	Low	Low	Low	Low	Low
Shiliskin	65 to 70	Low	Low	Low	Low	Low	Moderate	Low	Moderate	Low	Low	Moderate
Skeleton	65 to 70	Moderate	Low	Moderate	Moderate	Moderate	High	Low	High	Moderate	Moderate	High
Vampire	65 to 70	Moderate	Low	High	High	High	High	Low	High	Moderate	Moderate	High
Vampire	65 to 70	Low	Low	Low	Low	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Vampire Master	80	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Werewolf	65 to 70	Moderate	Moderate	Moderate	Moderate	Moderate	High	Low	High	Moderate	Moderate	High
Zombie	65 to 70	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High

EAST KORLACH

Monster Race	Level	Magic Resistance	Fire Resistance	Cold Resistance	Poison Resistance	Disease Resistance	Strength	Intelligence	Wisdom	Agility	Dexterity	Stamina
Basilisk	55 to 60	Low	Low	Low	Low	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Clockwork Gnome	55 to 60	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Corathus	55 to 60	Low	Low	Low	Low	Moderate	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Dervish	55 to 60	Low	Low	Low	Low	High	High	Low	High	Moderate	Moderate	High
Drachnid	55 to 60	Low	Low	Low	High	Low	High	Low	High	Moderate	Moderate	High
Fungus Man	55 to 60	Low	Low	Low	Moderate	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Gargoyle	70	Low	Moderate	Moderate	Low	High	High	Low	High	Moderate	Moderate	High
Murkglider	55 to 60	Low	Low	Low	High	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Orc	55 to 60	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Shiliskin	55 to 60	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Snake	55 to 60	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Spider	55 to 60	Moderate	Low	Moderate	High	High	High	Low	High	Moderate	Moderate	High
Werewolf	55 to 60	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Witheran	55 to 60	Low	Moderate	Moderate	Low	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Zombie	55 to 60	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High

ILLSALIN

Monster Race	Level	Magic Resistance	Fire Resistance	Cold Resistance	Poison Resistance	Disease Resistance	Strength	Intelligence	Wisdom	Agility	Dexterity	Stamina
Clockwork Gnome	65 to 70	Low	Low	Low	Moderate	Moderate	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Drachnid	65 to 70	Moderate	Low	High	High	High	High	Low	High	Moderate	Moderate	High
Drake	65 to 70	Low	Low	Low	Low	High	High	Low	High	Moderate	Moderate	High
Fungus Man	65 to 70	Low	Low	Low	Moderate	Low	High	Low	High	Moderate	Moderate	High
Gargoyle	65 to 70	Low	Moderate	Moderate	Moderate	Moderate	High	Low	High	Moderate	Moderate	High
Murkglider	65 to 70	Moderate	Moderate	Moderate	High	Moderate	High	Low	High	Moderate	Moderate	High
Orc	65 to 70	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Shiliskin	65 to 70	Moderate	Moderate	Moderate	Moderate	Moderate	High	Low	High	Moderate	Moderate	High
Snake	65 to 70	Moderate	Low	Low	Low	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Spider	65 to 70	Moderate	Low	Moderate	Moderate	Moderate	High	Low	High	Moderate	Moderate	High
Werewolf	65 to 70	Low	Low	Low	Low	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Witheran	65 to 70	Moderate	High	High	Low	Low	High	Low	High	Moderate	Moderate	High
Zombie	65 to 70	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High

WEST KORLACH

Monster Race	Level	Magic Resistance	Fire Resistance	Cold Resistance	Poison Resistance	Disease Resistance	Strength	Intelligence	Wisdom	Agility	Dexterity	Stamina
Basilisk	60 to 65	Moderate	Moderate	Moderate	Moderate	Moderate	High	Low	High	Moderate	Moderate	High
Clockwork Gnome	60 to 65	Low	Low	Low	Moderate	Moderate	High	Low	High	Moderate	Moderate	High
Drachnid	60 to 65	Low	Low	Low	High	Low	High	Low	High	Moderate	Moderate	High
Giant Bat	60 to 65	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Giant Rat	60 to 65	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Orc	60 to 65	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Shiliskin	60 to 65	Low	Low	Low	Low	Low	Moderate	Low	Moderate	Moderate	Moderate	Moderate
Snake	60 to 65	Moderate	Low	Moderate	High	High	High	Low	High	Moderate	Moderate	High
Werewolf	60 to 65	Low	Low	Low	Low	Low	High	Low	High	Moderate	Moderate	High
Witheran	60 to 65	Low	Moderate	Moderate	Low	Low	High	Low	High	Moderate	Moderate	High

WEAPONS, ARMOR, AND MISCELLANEOUS ITEMS

WEAPONS

Name	Description	STR	INT	WIS	AGI	DEX	STA	CHA	MAGIC	FIRE	COLD	DISEASE	POISON	HP	MANA	ENDURANCE	AC
Forlorn Blade	A sword of unknown origin	10	0	0	10	10	15	0	0	8	9	9	0	75	60	60	5
Fungus Spun Bow	A bow with string woven from magical fungus	0	0	0	6	7	8	8	0	0	8	9	9	55	55	55	0
Lucky Harpoon	A fisherman's lucky harpoon	0	8	8	9	8	9	0	11	12	12	0	0	100	100	100	10
Petrified Mushroom	A mushroom hard enough to be used as a club	8	0	0	7	8	0	6	8	9	9	0	0	50	50	50	0
Wurine Sledge	A weapon used by more civilized wurine	0	12	12	7	9	15	0	15	0	10	10	0	80	70	70	5

ARMOR

Name	Description	STR	INT	WIS	AGI	DEX	STA	CHA	MAGIC	FIRE	COLD	DISEASE	POISON	HP	MANA	ENDURANCE	AC
Band of Fungus	An oddly shaped magical fungus	0	5	5	0	0	7	5	0	0	4	5	5	25	25	25	4
Burrownizer Fan Belt	Magical belt that was once part of the Burrownizer	7	10	10	8	0	7	0	9	10	10	0	0	65	70	0	9
Burrownizer Power Source	A shattered power source lost from the Burrownizer	0	6	6	6	0	7	7	0	0	7	8	5	50	45	45	10
Cozy Sponge Boots	Very form-fitting and absorbent pair of boots	5	7	0	6	0	5	0	7	0	0	6	7	35	40	0	7
Dark Lake Earring	Earring found in the Stoneroot region	9	7	7	8	0	8	0	0	0	8	9	12	85	85	85	8
Eerie Wurine Hoop	A wurine-crafted earring	10	8	8	8	0	9	0	0	10	11	11	0	95	90	90	10
Fungal Earring	A symbiotic fungus that attaches to one's ear	0	0	0	0	6	6	8	5	6	6	0	0	35	35	35	3
Gnomework Augmented Gloves	Metallic gloves reinforced with gnomework parts	7	6	6	5	0	8	0	0	0	7	8	8	50	45	45	24
Gnomework Splint Legs	Metallic legs reinforced with gnomework parts	0	7	7	8	6	8	0	9	0	0	8	9	60	55	55	38
Lamellae Arms	Light sleeves weaved from mushroom gills	6	8	0	7	0	5	0	7	8	8	0	0	45	50	0	9
Lamellae Gloves	Light gloves weaved from mushroom gills	0	6	0	0	4	4	6	6	0	0	5	6	25	30	0	7
Lamellae Helm	A light helm weaved from mushroom gills	6	7	0	0	7	4	6	6	7	7	0	0	40	40	40	8
Lamellae wrists	Light wrists weaved from mushroom gills	0	7	0	0	6	6	7	0	0	7	8	8	50	50	50	8

ATK	HP REGEN	MANA REGEN	DELAY	DMG	RANGE	CLASS	RANGE	PRIMARY	SECONDARY	AUGMENT SLOT 1	MAGIC	LORE	REQ LVL	REC LVL	WEIGHT
0	0	0	30	27	0	-1 to WAR, PAL, RNG, SHD, BSK	0	-1	0	4	YES	YES	53	60	75
0	0	0	31	27	175	-1 to WAR, PAL, RNG, SHD, ROG	-1	0	0	4	YES	YES	53	60	50
0	0	0	0	0	0	-1 WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BSK	-1	0	0	7	YES	YES	63	68	10
0	0	0	21	13	0	-1 to WAR, RNG, MNK, BRD, ROG, BST, BSK	0	-1	-1	4	YES	YES	53	60	12
0	0	0	40	42	0	-1 to WAR, RNG, SHD, MNK, BST, BSK	0	-1	0	4	YES	YES	58	65	25

ATK	HP REGEN	MANA REGEN	DELAY	DMG	RANGE	CLASS	RANGE	PRIMARY	SECONDARY	AUGMENT SLOT 1	MAGIC	LORE	REQ LVL	REC LVL	WEIGHT
0	0	0	0	0	0	-1 to All Classes	0	0	0	7	YES	YES	38	45	6
0	0	3	0	0	0	-1 CLR, DRU, SHM, NEC, WIZ, MAG, ENC	0	0	0	7	YES	YES	45	50	7
0	0	0	0	0	0	-1 to All Classes	-1	0	0	7	YES	YES	53	60	10
0	0	0	0	0	0	-1 to NEC, WIZ, MAG, ENC	0	0	0	7	YES	YES	43	50	15
0	0	0	0	0	0	-1 to All Classes	0	0	0	7	YES	YES	63	70	4
0	0	0	0	0	0	-1 to WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BSK	0	0	0	7	YES	YES	63	70	5
0	0	0	0	0	0	-1 to All Classes	0	0	0	7	YES	YES	38	45	4
0	0	0	0	0	0	-1 to WAR, CLR, PAL, SHD, BRD	0	0	0	7	YES	YES	48	55	35
0	0	0	0	0	0	-1 to WAR, CLR, PAL, SHD, BRD	0	0	0	7	YES	YES	53	60	70
0	0	0	0	0	0	1 to NEC, WIZ, MAG, ENC	0	0	0	7	YES	YES	48	55	15
0	0	0	0	0	0	1 to NEC, WIZ, MAG, ENC	0	0	0	7	YES	YES	43	50	12
0	0	0	0	0	0	1 to NEC, WIZ, MAG, ENC	0	0	0	7	YES	YES	48	55	12
0	0	0	0	0	0	1 to NEC, WIZ, MAG, ENC	0	0	0	7	YES	YES	53	60	9

ARMOR (CONT'D)

Name	Description	STR	INT	WIS	AGI	DEX	STA	CHA	MAGIC	FIRE	COLD	DISEASE	POISON	HP	MANA	ENDURANCE	AC
Moldy Chain Gloves	Has glowing mold growing between the links	4	0	6	0	7	6	0	7	0	0	6	7	40	40	40	18
Moldy Chain Helmet	Has glowing mold growing between the links	6	0	4	0	4	6	0	0	5	6	6	0	30	25	25	16
Moldy Chain Wrist	Has glowing mold growing between the links	0	0	7	6	7	6	0	8	8	0	0	7	50	50	50	18
Moldy Luminescent Choker	A tough choker that is covered by a glowing mold	5	0	0	0	5	7	0	4	5	5	0	0	25	20	20	6
Moldy Watchman Chain Boots	Lost chain armor from the Burrownizer expedition	0	0	6	8	0	7	5	8	0	0	7	8	50	45	45	19
Moldy Watchman Chain Leggings	Lost chain armor from the Burrownizer expedition	0	0	7	6	8	8	0	9	9	0	0	8	60	55	55	29
Moldy Watchman Chain Vambraces	Lost chain armor from the Burrownizer expedition	0	0	5	5	7	6	0	0	6	7	7	0	40	35	35	17
Muddy Shawl	A shawl muddied by Darkhollow waters	0	8	8	0	9	8	7	0	8	9	12	0	85	85	85	10
Mushroom Cap Armguards	Mushroom cap woven arms as tough as leather	4	0	4	6	0	6	0	0	0	5	6	6	30	25	25	9
Mushroom Cap Boots	Mushroom cap woven boots as tough as leather	4	0	6	7	0	6	0	7	7	0	0	6	40	40	40	11
Mushroom Cap Cape	A cape formed from the veil of a mushroom	0	7	7	5	0	0	5	0	4	5	5	0	20	25	0	5
Mushroom Cap Gloves	Gloves weaved from mushroom cap filaments	0	0	5	7	5	6	0	0	0	6	7	7	40	35	35	10
Mushroom Cap Head Gear	Mushroom cap woven head piece as tough as leather	0	0	6	0	8	7	5	8	8	0	0	7	50	45	45	12
Mushroom Cap Wrists	Mushroom cap woven wrists as tough as leather	0	0	7	7	6	6	0	7	8	8	0	0	50	50	50	12
Pileus Leather Legs	Mushroom cap woven leggings as tough as leather	0	0	7	8	6	8	0	8	9	9	0	0	60	55	55	18
Radically Refurbished Arm Casing	The arm casing of an irreparable gnomework	0	6	6	0	6	7	4	0	0	6	7	7	40	40	40	23
Radically Refurbished Boots	The boots of an irreparable gnomework	0	4	4	0	6	6	4	5	6	6	0	0	30	25	25	21
Radically Refurbished Head Plating	The head casing of an irreparable gnomework	6	5	5	0	5	7	0	6	7	7	0	0	40	35	35	22
Radically Refurbished Mantle	A mantle formed from broken gnomework parts	0	0	0	6	6	8	0	6	0	0	5	6	35	30	30	7
Radically Refurbished Wrist guards	The wrist guards of an irreparable gnomework	6	7	7	6	0	7	0	8	0	0	7	8	50	50	50	22
Shiliskin Colonel Battle Mask	An old Shiliskin battle mask	9	0	0	0	7	10	6	6	8	7	8	0	75	0	65	15

ATK	HP REGEN	MANA REGEN	DELAY	DMG	RANGE	CLASS	RANGE	PRIMARY	SECONDARY	AUGMENT SLOT 1	MAGIC	LORE	REQ LVL	REC LVL	WEIGHT
0	0	0	0	0	0	-1 to RNG, ROG, SHM, BSK	0	0	0	7	YES	YES	48	55	25
0	0	0	0	0	0	-1 to RNG, ROG, SHM, BSK	0	0	0	7	YES	YES	43	50	25
0	0	0	0	0	0	-1 to RNG, ROG, SHM, BSK	0	0	0	7	YES	YES	53	60	21
0	0	0	0	0	0	-1 to WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BSK	0	0	0	7	YES	YES	38	45	8
0	0	0	0	0	0	-1 to RNG, ROG, SHM, BSK	0	0	0	7	YES	YES	48	55	25
0	0	0	0	0	0	-1 to RNG, ROG, SHM, BSK	0	0	0	7	YES	YES	53	60	50
0	0	0	0	0	0	-1 to RNG, ROG, SHM, BSK	0	0	0	7	YES	YES	43	50	25
0	0	0	0	0	0	-1 to CLR, DRU, SHM, NEC, WIZ, MAG, ENC	0	0	0	7	YES	YES	63	70	10
0	0	0	0	0	0	-1 to DRU, MNK, BST	0	0	0	7	YES	YES	43	50	6
0	0	0	0	0	0	-1 to DRU, MNK, BST	0	0	0	7	YES	YES	48	55	6
0	0	0	0	0	0	-1 to CLR, DRU, SHM, NEC, WIZ, MAG, ENC	0	0	0	7	YES	YES	38	45	10
0	0	0	0	0	0	-1 to DRU, MNK, BST	0	0	0	7	YES	YES	43	50	7
0	0	0	0	0	0	-1 to DRU, MNK, BST	0	0	0	7	YES	YES	48	55	7
0	0	0	0	0	0	-1 to DRU, MNK, BST	0	0	0	7	YES	YES	53	60	4
0	0	0	0	0	0	-1 to DRU, MNK, BST	0	0	0	7	YES	YES	53	60	13
0	0	0	0	0	0	-1 to WAR, CLR, PAL, SHD, BRD	0	0	0	7	YES	YES	48	55	30
0	0	0	0	0	0	-1 to WAR, CLR, PAL, SHD, BRD	0	0	0	7	YES	YES	43	50	30
0	0	0	0	0	0	-1 to WAR, CLR, PAL, SHD, BRD	0	0	0	7	YES	YES	43	50	35
0	0	0	0	0	0	-1 to WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BSK	0	0	0	7	YES	YES	38	45	9
0	0	0	0	0	0	-1 to WAR, CLR, PAL, SHD, BRD	0	0	0	7	YES	YES	53	60	28
20	0	0	0	0	0	-1 to WAR	0	0	0	7	YES	YES	58	65	10

ARMOR (CONT'D)

Name	Description	STR	INT	WIS	AGI	DEX	STA	CHA	MAGIC	FIRE	COLD	DISEASE	POISON	HP	MANA	ENDURANCE	AC
Shiliskin Infantry Shield	Shield of Shiliskin infantry in past battles	5	8	8	0	0	10	6	6	7	7	6	0	65	65	65	40
Softened Sporal Stem	A sporal stem cut and tanned to form a belt	5	6	6	7	0	5	0	7	7	0	0	6	35	40	40	6
Sparkling Mushroom	A mushroom that whispers inside your mind	0	4	4	6	6	4	0	6	6	0	0	5	30	30	30	6
Speckled Mushroom Band	A metallic ring found in Corathus Creep	6	7	7	7	6	7	0	0	7	8	8	0	45	50	0	6
Sporali Skin Legs	Made of the flayed skin of a sporal	6	8	0	8	0	7	0	0	0	8	9	9	55	60	0	13
Sporali Skin Mask	Made from the flayed flesh of a sporal	8	6	6	0	7	0	5	0	7	8	8	0	45	50	50	8
Strand of Living Fungus	Uniquely shaped magical fungus	6	8	8	0	0	6	0	6	6	0	0	5	30	35	0	6
Strand of Living Fungus	Uniquely shaped magical fungus	4	6	6	6	7	0	0	0	6	7	7	0	40	35	35	7
Tiny Mushroom Earring	A tiny glowing mushroom with a clasp	7	6	6	7	0	6	0	7	8	8	0	0	50	45	45	4
Undamaged Gnomework Faceplate	Some poor gnomework's stolen faceplate	10	7	7	0	7	8	0	10	10	0	0	9	70	65	65	10
Understone Band	Ring crafted from Darkhollow minerals	8	9	9	10	0	8	0	0	0	10	11	11	90	95	0	11
Wurine Collar	A collar of a long dead wurine9	6	0	0	7	10	9	0	0	6	8	7	8	75	0	65	11

MISCELLANEOUS ITEMS

Name	Description	STR	INT	WIS	AGI	DEX	STA	CHA	MAGIC	FIRE	COLD	DISEASE	POISON	HP	MANA	ENDURANCE	AC
Blood Drinker's Earring	Symbolic of Drachnid origins	10	10	10	8	0	10	0	10	0	10	0	15	110	110	110	7
Blood Drinker's Ring	Symbolic of Drachnid origins	0	8	8	0	10	10	10	0	10	10	15	0	110	110	110	9
Drachnid Leg	A leg segment from a hive Drachnid	0	0	0	0	0	0	0	0	0	0	0	0	60	0	0	0
Giant Angler Rod	A rod with a giant angler bulb	0	9	9	8	9	8	0	0	11	12	12	0	100	100	0	10
Gnomework Metabolizer	Part of a gnomework's energy creation system	0	0	0	0	0	0	0	0	0	0	0	0	25	0	0	0
Heart Guard Breastplate	Symbolic of Drachnid origins	10	10	10	10	0	11	0	10	10	0	10	10	130	130	130	72
Inset Razortooth Coral	A fragile but powerful fragment of coral	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Inset Thought Coral	A fragile but powerful fragment of coral	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

ATK	HP REGEN	MANA REGEN	DELAY	DMG	RANGE	CLASS	RANGE	PRIMARY	SECONDARY	AUGMENT SLOT 1	MAGIC	LORE	REQ LVL	REC LVL	WEIGHT
0	0	0	0	0	0	-1 to WAR, CLR, PAL, RNG, SHD, DRU, BRD, ROG, SHM, NEC, WIZ, MAG, ENC	0	0	-1	7	YES	YES	58	65	40
0	0	0	0	0	0	-1 to All Classes	0	0	0	7	YES	YES	43	50	9
0	0	0	0	0	0	-1 to All Classes	-1	0	0	7	YES	YES	43	50	12
0	0	0	0	0	0	-1 to CLR, DRU, SHM, NEC, WIZ, ENC	0	0	0	7	YES	YES	53	60	6
0	0	0	0	0	0	-1 to NEC, WIZ, MAG, ENC	0	0	0	7	YES	YES	53	60	25
0	0	0	0	0	0	-1 to All Classes	0	0	0	7	YES	YES	48	55	8
0	0	0	0	0	0	1 to CLR, DRU, SHM, NEC, WIZ, MAG, ENC	0	0	0	7	YES	YES	38	45	11
0	0	0	0	0	0	-1 to All Classes	0	0	0	7	YES	YES	48	55	7
0	0	0	0	0	0	-1 to WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BSK	0	0	0	7	YES	YES	53	60	4
20	0	0	0	0	0	-1 to WAR, PAL, RNG, SHD, MNK, BRD, ROG, BST, BSK	0	0	0	7	YES	YES	45	50	8
0	0	0	0	0	0	-1 to CLR, DRU, SHM, NEC, WIZ, MAG, ENC	0	0	0	7	YES	YES	63	70	7
20	0	0	0	0	0	-1 to ROG	0	0	0	7	YES	YES	58	65	

ATK	HP REGEN	MANA REGEN	DELAY	DMG	RANGE	CLASS	RANGE	PRIMARY	SECONDARY	AUGMENT SLOT 1	MAGIC	LORE	REQ LVL	REC LVL	WEIGHT
0	0	0	0	0	0	-1 to All Classes	0	0	0	7	YES	YES	65	70	6
0	0	0	0	0	0	-1 to All Classes	0	0	0	7	YES	YES	65	70	7
0	0	0	0	0	0	-1 to All Classes	-1	-1	-1	0	YES	YES	61	66	0
0	0	0	0	0	0	-1 to CLR, DRU, SHM, NEC, WIZ, MAG, ENC	0	-1	-1	7	YES	YES	63	68	15
0	0	0	0	0	0	-1 to All Classes	-1	-1	-1	0	YES	YES	45	50	0
20	2	2	0	0	0	-1 to WAR, CLR, PAL, SHD, BRD	0	0	0	7	YES	YES	65	70	120
25	0	0	0	0	0	-1 to All Classes	-1	-1	-1	0	YES	YES	63	68	0
0	0	3	0	0	0	-1 to All Classes	-1	-1	-1	0	YES	YES	63	68	0

SPIRIT SHROUDS

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Air Elemental Illusionist	Blink	Causes your body to shift rapidly between the ethereal and the material plane. Any attack made against you during this effect has high chance to miss, as it must strike you while you are in the correct plane.
Air Elemental Illusionist	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Air Elemental Illusionist	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Air Elemental Illusionist	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Air Elemental Illusionist	Improved Plane Shift	Decreases the reuse time for your Plane Shift abilities.
Air Elemental Illusionist	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Air Elemental Illusionist	Innate Charisma	This ability raises your base Charisma by 2 points for each ability level.
Air Elemental Illusionist	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Air Elemental Illusionist	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Air Elemental Illusionist	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Air Elemental Illusionist	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Air Elemental Illusionist	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Air Elemental Illusionist	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Air Elemental Illusionist	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Air Elemental Illusionist	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Air Elemental Illusionist	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Air Elemental Illusionist	Invisibility	Cloaks your group in a cloud of invisibility.
Air Elemental Illusionist	Lethargy	Places your target in a state of lethargy, slowing target's attack rate for 18 seconds.
Air Elemental Illusionist	Levitation	Sprinkles your target with fairy dust, allowing him/her the gift of levitation and improved chance to dodge attacks.
Air Elemental Illusionist	Mana Bolt	Strikes your target with an orb of glowing energy.
Air Elemental Illusionist	Mana Preservation	Lowers the mana consumed when casting spells.
Air Elemental Illusionist	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Air Elemental Illusionist	Plane Shift: Ethereal	Shifts your body completely into the ethereal plane, causing you to become immune to almost all physical attacks.
Air Elemental Illusionist	Plane Shift: Material	Shifts your body completely into the material plane, causing you to become impervious to nearly all magical attacks.
Air Elemental Illusionist	Pure Thought	Clears your target's thoughts, increasing target's mana regeneration rate.
Air Elemental Illusionist	Sleep	Causes your target to fall asleep for a short time.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Air Elemental Illusionist	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.
Air Elemental Illusionist	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Air Elemental Illusionist	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Air Elemental Illusionist	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Air Elemental Illusionist	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Air Elemental Illusionist	Swarm of Pain	Summons a swarm of stinging insects to assault your target for 30 seconds.
Bear Beast	Armor Cleave	Cracks your target's armor.
Bear Beast	Armor Cleave	Strikes your target with an orb of glowing energy.
Bear Beast	Attack Speed	Increases your attack speed.
Bear Beast	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Bear Beast	Combat Stability	This ability increases melee damage mitigation by two percent per rank.
Bear Beast	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Bear Beast	Enduring Voice	This ability decreases the amount of time required between uses of Enraging Bellow by 10 percent per rank. You may train in this ability once each level upon reaching level 63.
Bear Beast	Enraging Bellow	Causes all enemies in a small radius to become enraged at you.
Bear Beast	Extended Shielding	Each rank in this ability increases the range of your shielding ability.
Bear Beast	Feral Rage	Fills you with bloodlust, increasing your stats, your Regeneration, and your attack speed. The duration of this effect is random but is more likely to last longer while you are in combat.
Bear Beast	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Bear Beast	Hamstring	Strikes your target's hamstring, slowing target's movement rate for a short time.
Bear Beast	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Bear Beast	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Bear Beast	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Bear Beast	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Bear Beast	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Bear Beast	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Bear Beast	Innate Strength	This ability raises your base Strength by 2 points for each ability level.
Bear Beast	Lesion	Strikes a deep wound in your opponent, causing him/her to bleed for 30 seconds.
Bear Beast	Living Shield	This extends your capacity to act as a living shield. This ability adds 12 seconds per rank to the duration of your /SHIELD. You may train the ranks of this ability at or after levels 61, 63, and 65.
Bear Beast	Maul	Mauls your target with savage fury, causing moderate damage.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Bear Beast	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Bear Beast	Natural Durability	This ability increases your maximum hit points by two percent per rank. (The percentages are based off of your base hit points, which include Stamina and Stamina effects.)
Bear Beast	Pain Tolerance	Causes you to take less damage from melee attacks for a short time but also lowers the amount of damage you do with melee attacks.
Bear Beast	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Bear Beast	Raging Flurry	This ability allows you to perform up to two additional attacks from your primary hand.
Bear Beast	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Bear Beast	Stalwart Endurance	This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Bear Beast	Tactical Mastery	Studying one's opponent for weaknesses provides the knowledge and ability to pierce through advanced defenses. Each rank of this ability grants an increasing chance of bypassing an opponent's special defenses, such as dodge, block, parry, and riposte.
Bear Beast	Ward of the Bear	Places the ward of the bear upon your group, increasing the group's maximum hit points for 15 minutes.
Bear Beast	Warlord's Tenacity	This ability allows Warriors to temporarily boost hit points to get through tough situations. The exertion takes its toll, though. These hit points dissipate over the course of a minute and leave the Warrior weaker than when Warlord's Tenacity started.
Croc Beast	Armor Cleave	Cracks your target's armor.
Croc Beast	Armor Cleave	Strikes your target with an orb of glowing energy.
Croc Beast	Attack Speed	Increases your attack speed.
Croc Beast	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Croc Beast	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Croc Beast	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Croc Beast	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Croc Beast	Hamstring	Strikes your target's hamstring, slowing target's movement rate for a short time.
Croc Beast	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Croc Beast	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Croc Beast	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Croc Beast	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Croc Beast	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Croc Beast	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Croc Beast	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Croc Beast	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Croc Beast	Lesion	Strikes a deep wound in your opponent, causing him/her to bleed for 30 seconds.
Croc Beast	Maul	Mauls your target with savage fury, causing moderate damage.
Croc Beast	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Croc Beast	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Croc Beast	Slippery Attacks	This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent fails to riposte you by 20 percent.
Croc Beast	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Croc Beast	Throw Stone	Throw a stone at your enemy to attract his/her attention.
Croc Beast	Ward of the Crocodile	Places the ward of the crocodile upon your group, increasing the group's regeneration rate for 15 minutes.
Earth Elemental Fighter	Armor Cleave	Cracks your target's armor.
Earth Elemental Fighter	Armor Cleave	Strikes your target with an orb of glowing energy.
Earth Elemental Fighter	Blink	Causes your body to shift rapidly between the ethereal and the material plane. Any attack made against you during this effect has high chance to miss, as it must strike you while you are in the correct plane.
Earth Elemental Fighter	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Earth Elemental Fighter	Combat Stability	This ability increases melee damage mitigation by two percent per rank.
Earth Elemental Fighter	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Earth Elemental Fighter	Earth Bind	Causes the earth to rise up and shackle your target to the ground.
Earth Elemental Fighter	Enduring Voice	This ability decreases the amount of time required between uses of Enraging Bellow by 10 percent per rank. You may train in this ability once each level upon reaching level 63.
Earth Elemental Fighter	Enraging Bellow	Causes all enemies in a small radius to become enraged at you.
Earth Elemental Fighter	Extended Shielding	Each rank in this ability increases the range of your shielding ability.
Earth Elemental Fighter	Feral Rage	Fills you with bloodlust, increasing your stats, your Regeneration, and your attack speed. The duration of this effect is random but is more likely to last longer while you are in combat.
Earth Elemental Fighter	Feral Roar	An angry bellow causes great anger in your target, provoking him/her to attack you.
Earth Elemental Fighter	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Earth Elemental Fighter	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Earth Elemental Fighter	Hotfoot	Heats up the feet slightly, urging the target to run faster.
Earth Elemental Fighter	Improved Plane Shift	Decreases the reuse time for your Plane Shift abilities.
Earth Elemental Fighter	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Earth Elemental Fighter	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Earth Elemental Fighter	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Earth Elemental Fighter	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Earth Elemental Fighter	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Earth Elemental Fighter	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Earth Elemental Fighter	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Earth Elemental Fighter	Innate Strength	This ability raises your base Strength by 2 points for each ability level.
Earth Elemental Fighter	Living Shield	This extends your capacity to act as a living shield. This ability adds 12 seconds per rank to the duration of your /SHIELD. You may train the ranks of this ability at or after levels 61, 63, and 65.
Earth Elemental Fighter	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Earth Elemental Fighter	Natural Durability	This ability increases your maximum hit points by two percent per rank. (The percentages are based off of your base hit points, which include Stamina and Stamina effects.)
Earth Elemental Fighter	Pain Tolerance	Causes you to take less damage from melee attacks for a short time but also lowers the amount of damage you do with melee attacks.
Earth Elemental Fighter	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Earth Elemental Fighter	Plane Shift: Ethereal	Shifts your body completely into the ethereal plane, causing you to become immune to almost all physical attacks.
Earth Elemental Fighter	Plane Shift: Material	Shifts your body completely into the material plane, causing you to become impervious to nearly all magical attacks.
Earth Elemental Fighter	Raging Flurry	This ability allows you to perform up to two additional attacks from your primary hand.
Earth Elemental Fighter	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Earth Elemental Fighter	Spiritfury	Calls the fury of the spirits and creates a damage shield around the caster.
Earth Elemental Fighter	Stalwart Endurance	This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Earth Elemental Fighter	Tactical Mastery	Studying one's opponent for weaknesses provides the knowledge and ability to pierce through advanced defenses. Each rank of this ability grants an increasing chance of bypassing an opponent's special defenses, such as dodge, block, parry, and riposte.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Earth Elemental Fighter	Throw Stone	Throw a stone at your enemy to attract his/her attention.
Earth Elemental Fighter	Warlord's Tenacity	This ability allows Warriors to temporarily boost hit points to get through tough situations. The exertion takes its toll, though. These hit points dissipate over the course of a minute and leave the Warrior weaker than when Warlord's Tenacity started.
Evil Eye Psion	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Evil Eye Psion	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Evil Eye Psion	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Evil Eye Psion	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Evil Eye Psion	Innate Charisma	This ability raises your base Charisma by 2 points for each ability level.
Evil Eye Psion	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Evil Eye Psion	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Evil Eye Psion	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Evil Eye Psion	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Evil Eye Psion	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Evil Eye Psion	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Evil Eye Psion	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Evil Eye Psion	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Evil Eye Psion	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Evil Eye Psion	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Evil Eye Psion	Lethargy	Places your target in a state of lethargy, slowing target's attack rate for 18 seconds.
Evil Eye Psion	Levitation	Sprinkles your target with fairy dust, allowing him/her the gift of levitation and improved chance to dodge attacks.
Evil Eye Psion	Mana Bolt	Strikes your target with an orb of glowing energy.
Evil Eye Psion	Mana Preservation	Lowers the mana consumed when casting spells.
Evil Eye Psion	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Evil Eye Psion	Pure Thought	Clears your target's thoughts, increasing target's mana regeneration rate.
Evil Eye Psion	Remove Curse	Clears your target of major curses.
Evil Eye Psion	Remove Curse	Clears your target of minor curses.
Evil Eye Psion	Remove Curse	Clears your target of moderate curses.
Evil Eye Psion	Remove Curse	Clears your target of severe curses.
Evil Eye Psion	Sleep	Causes your target to fall asleep for a short time.
Evil Eye Psion	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.
Evil Eye Psion	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Evil Eye Psion	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Evil Eye Psion	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Evil Eye Psion	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Evil Eye Sorcerer	Blink	Causes your body to shift rapidly between the ethereal and the material plane. Any attack made against you during this effect has high chance to miss, as it must strike you while you are in the correct plane.
Evil Eye Sorcerer	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Evil Eye Sorcerer	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Evil Eye Sorcerer	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Evil Eye Sorcerer	Fire	Launches a ball of fire at your target.
Evil Eye Sorcerer	Fire Skin	Launches a ball of fire at your target.
Evil Eye Sorcerer	Flight	Allows you to levitate.
Evil Eye Sorcerer	Frost	Summons a bolt of frost to strike your target.
Evil Eye Sorcerer	Frost of the Ancients	Summons a bolt of frost to strike your target.
Evil Eye Sorcerer	Improved Cold Damage	This ability increases the damage done by your cold-based damage spells.
Evil Eye Sorcerer	Improved Fire Damage	This ability increases the damage done by your fire-based damage spells.
Evil Eye Sorcerer	Improved Magic Damage	This ability increases the damage done by your magic-based damage spells.
Evil Eye Sorcerer	Improved Plane Shift	Decreases the reuse time for your Plane Shift abilities.
Evil Eye Sorcerer	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Evil Eye Sorcerer	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Evil Eye Sorcerer	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Evil Eye Sorcerer	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Evil Eye Sorcerer	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Evil Eye Sorcerer	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Evil Eye Sorcerer	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Evil Eye Sorcerer	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Evil Eye Sorcerer	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Evil Eye Sorcerer	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Evil Eye Sorcerer	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Evil Eye Sorcerer	Mana Bolt	Strikes your target with an orb of glowing energy.
Evil Eye Sorcerer	Mana Preservation	Lowers the mana consumed when casting spells.
Evil Eye Sorcerer	Mental Clarity	This ability increases your natural mana regeneration by 1 point per ability level.
Evil Eye Sorcerer	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Evil Eye Sorcerer	Plane Shift: Ethereal	Shifts your body completely into the ethereal plane, causing you to become immune to almost all physical attacks.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Evil Eye Sorcerer	Plane Shift: Material	Shifts your body completely into the material plane, causing you to become impervious to nearly all magical attacks.
Evil Eye Sorcerer	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Evil Eye Sorcerer	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Evil Eye Sorcerer	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Evil Eye Sorcerer	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Evil Eye Sorcerer	Thunder	Commands a lightning bolt to strike your target.
Fairy Druid	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Fairy Druid	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Fairy Druid	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Fairy Druid	Cure Poison	Removes major poisons from your target's body.
Fairy Druid	Cure Poison	Removes minor poisons from your target's body.
Fairy Druid	Cure Poison	Removes moderate poisons from your target's body.
Fairy Druid	Cure Poison	Removes severe poisons from your target's body.
Fairy Druid	Heal Wounds	Heals your target's wounds.
Fairy Druid	Healing Adept	This ability increases the maximum effectiveness of your healing spells by two, five, and ten percent.
Fairy Druid	Healing Gift	This ability grants you a chance to score an exceptional heal at three, six, and ten percent. An exceptional heal doubles the healing value of the spell.
Fairy Druid	Improved Healing	This ability increases the hit points restored by your healing spells.
Fairy Druid	Improved Magic Damage	This ability increases the damage done by your magic-based damage spells.
Fairy Druid	Improved Poison Damage	This ability increases the damage done by your poison-based damage spells.
Fairy Druid	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Fairy Druid	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Fairy Druid	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Fairy Druid	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Fairy Druid	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Fairy Druid	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Fairy Druid	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Fairy Druid	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Fairy Druid	Innate Wisdom	This ability raises your base Wisdom by 2 points for each ability level.
Fairy Druid	Levitation	Sprinkles your target with fairy dust, allowing him/her the gift of levitation and improved chance to dodge attacks.
Fairy Druid	Mana Bolt	Strikes your target with an orb of glowing energy.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Fairy Druid	Mana Preservation	Lowers the mana consumed when casting spells.
Fairy Druid	Mental Clarity	This ability increases your natural mana regeneration by 1 point per ability level.
Fairy Druid	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Fairy Druid	Remove Curse	Clears your target of major curses.
Fairy Druid	Remove Curse	Clears your target of minor curses.
Fairy Druid	Remove Curse	Clears your target of moderate curses.
Fairy Druid	Remove Curse	Clears your target of severe curses.
Fairy Druid	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.
Fairy Druid	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Fairy Druid	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Fairy Druid	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Fairy Druid	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Fairy Druid	Swarm of Pain	Summons a swarm of stinging insects to assault your target for 30 seconds.
Fairy Trickster	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Fairy Trickster	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Fairy Trickster	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Fairy Trickster	Flight	Allows you to levitate.
Fairy Trickster	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Fairy Trickster	Innate Charisma	This ability raises your base Charisma by 2 points for each ability level.
Fairy Trickster	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Fairy Trickster	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Fairy Trickster	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Fairy Trickster	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Fairy Trickster	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Fairy Trickster	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Fairy Trickster	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Fairy Trickster	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Fairy Trickster	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Fairy Trickster	Invisibility	Cloaks your group in a cloud of invisibility.
Fairy Trickster	Lethargy	Places your target in a state of lethargy, slowing target's attack rate for 18 seconds.
Fairy Trickster	Mana Bolt	Strikes your target with an orb of glowing energy.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Fairy Trickster	Mana Preservation	Lowers the mana consumed when casting spells.
Fairy Trickster	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Fairy Trickster	Pure Thought	Clears your target's thoughts, increasing target's mana regeneration rate.
Fairy Trickster	Sleep	Causes your target to fall asleep for a short time.
Fairy Trickster	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.
Fairy Trickster	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Fairy Trickster	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Fairy Trickster	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Fairy Trickster	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Fairy Trickster	Swarm of Pain	Summons a swarm of stinging insects to assault your target for 30 seconds.
Fairy Wizard	Blink	Causes your body to shift rapidly between the ethereal and the material plane. Any attack made against you during this effect has high chance to miss, as it must strike you while you are in the correct plane.
Fairy Wizard	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Fairy Wizard	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Fairy Wizard	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Fairy Wizard	Fire	Launches a ball of fire at your target.
Fairy Wizard	Fire Skin	Launches a ball of fire at your target.
Fairy Wizard	Flight	Allows you to levitate.
Fairy Wizard	Frost	Summons a bolt of frost to strike your target.
Fairy Wizard	Frost of the Ancients	Summons a bolt of frost to strike your target.
Fairy Wizard	Improved Cold Damage	This ability increases the damage done by your cold-based damage spells.
Fairy Wizard	Improved Fire Damage	This ability increases the damage done by your fire-based damage spells.
Fairy Wizard	Improved Magic Damage	This ability increases the damage done by your magic-based damage spells.
Fairy Wizard	Improved Plane Shift	Decreases the reuse time for your Plane Shift abilities.
Fairy Wizard	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Fairy Wizard	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Fairy Wizard	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Fairy Wizard	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Fairy Wizard	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Fairy Wizard	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Fairy Wizard	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Fairy Wizard	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Fairy Wizard	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Fairy Wizard	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Fairy Wizard	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Fairy Wizard	Mana Preservation	Lowers the mana consumed when casting spells.
Fairy Wizard	Mental Clarity	This ability increases your natural mana regeneration by 1 point per ability level.
Fairy Wizard	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Fairy Wizard	Plane Shift: Ethereal	Shifts your body completely into the ethereal plane, causing you to become immune to almost all physical attacks.
Fairy Wizard	Plane Shift: Material	Shifts your body completely into the material plane, causing you to become impervious to nearly all magical attacks.
Fairy Wizard	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Fairy Wizard	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Fairy Wizard	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Fairy Wizard	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Fairy Wizard	Thunder	Commands a lightning bolt to strike your target.
Fire Elemental Wizard	Blink	Causes your body to shift rapidly between the ethereal and the material plane. Any attack made against you during this effect has high chance to miss, as it must strike you while you are in the correct plane.
Fire Elemental Wizard	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Fire Elemental Wizard	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Fire Elemental Wizard	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Fire Elemental Wizard	Fire	Cloaks your target in an aura of fire.
Fire Elemental Wizard	Fire	Launches a ball of fire at your target.
Fire Elemental Wizard	Fire Skin	Launches a ball of fire at your target.
Fire Elemental Wizard	Flight	Allows you to levitate.
Fire Elemental Wizard	Frost	Summons a bolt of frost to strike your target.
Fire Elemental Wizard	Frost of the Ancients	Summons a bolt of frost to strike your target.
Fire Elemental Wizard	Improved Cold Damage	This ability increases the damage done by your cold-based damage spells.
Fire Elemental Wizard	Improved Fire Damage	This ability increases the damage done by your fire-based damage spells.
Fire Elemental Wizard	Improved Magic Damage	This ability increases the damage done by your magic-based damage spells.
Fire Elemental Wizard	Improved Plane Shift	Decreases the reuse time for your Plane Shift abilities.
Fire Elemental Wizard	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Fire Elemental Wizard	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Fire Elemental Wizard	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Fire Elemental Wizard	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Fire Elemental Wizard	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Fire Elemental Wizard	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Fire Elemental Wizard	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Fire Elemental Wizard	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Fire Elemental Wizard	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Fire Elemental Wizard	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Fire Elemental Wizard	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Fire Elemental Wizard	Invisibility	Cloaks your group in a cloud of invisibility.
Fire Elemental Wizard	Mana Preservation	Lowers the mana consumed when casting spells.
Fire Elemental Wizard	Mental Clarity	This ability increases your natural mana regeneration by 1 point per ability level.
Fire Elemental Wizard	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Fire Elemental Wizard	Plane Shift: Ethereal	Shifts your body completely into the ethereal plane, causing you to become immune to almost all physical attacks.
Fire Elemental Wizard	Plane Shift: Material	Shifts your body completely into the material plane, causing you to become impervious to nearly all magical attacks.
Fire Elemental Wizard	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.
Fire Elemental Wizard	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Fire Elemental Wizard	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Fire Elemental Wizard	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Fire Elemental Wizard	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Fire Elemental Wizard	Thunder	Commands a lightning bolt to strike your target.
Gargoyle Fighter	Armor Cleave	Cracks your target's armor.
Gargoyle Fighter	Armor Cleave	Strikes your target with an orb of glowing energy.
Gargoyle Fighter	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Gargoyle Fighter	Combat Stability	This ability increases melee damage mitigation by two percent per rank.
Gargoyle Fighter	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Gargoyle Fighter	Enduring Voice	This ability decreases the amount of time required between uses of Enraging Bellow by 10 percent per rank. You may train in this ability once each level upon reaching level 63.
Gargoyle Fighter	Enraging Bellow	Causes all enemies in a small radius to become enraged at you.
Gargoyle Fighter	Extended Shielding	Each rank in this ability increases the range of your shielding ability.
Gargoyle Fighter	Feral Rage	Fills you with bloodlust, increasing your stats, your Regeneration, and your attack speed. The duration of this effect is random but is more likely to last longer while you are in combat.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Gargoyle Fighter	Feral Roar	An angry bellow causes great anger in your target, provoking him/her to attack you.
Gargoyle Fighter	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Gargoyle Fighter	Flight	Allows you to levitate.
Gargoyle Fighter	Gore	A powerful gore attack with your horns briefly stuns your target and causes bleeding damage for 30 seconds.
Gargoyle Fighter	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Gargoyle Fighter	Hotfoot	Heats up the feet slightly, urging the target to run faster.
Gargoyle Fighter	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Gargoyle Fighter	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Gargoyle Fighter	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Gargoyle Fighter	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Gargoyle Fighter	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Gargoyle Fighter	Innate Strength	This ability raises your base Strength by 2 points for each ability level.
Gargoyle Fighter	Living Shield	This extends your capacity to act as a living shield. This ability adds 12 seconds per rank to the duration of your /SHIELD. You may train the ranks of this ability at or after levels 61, 63, and 65.
Gargoyle Fighter	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Gargoyle Fighter	Natural Durability	This ability increases your maximum hit points by two percent per rank. (The percentages are based off of your base hit points, which include Stamina and Stamina effects.)
Gargoyle Fighter	Pain Tolerance	Causes you to take less damage from melee attacks for a short time but also lowers the amount of damage you do with melee attacks.
Gargoyle Fighter	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Gargoyle Fighter	Raging Flurry	This ability allows you to perform up to two additional attacks from your primary hand.
Gargoyle Fighter	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Gargoyle Fighter	Spiritfury	Calls the fury of the spirits and creates a damage shield around the caster.
Gargoyle Fighter	Stalwart Endurance	This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Gargoyle Fighter	Tactical Mastery	Studying one's opponent for weaknesses provides the knowledge and ability to pierce through advanced defenses. Each rank of this ability grants an increasing chance of bypassing an opponent's special defenses, such as dodge, block, parry, and riposte.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Gargoyle Fighter	Throw Stone	Throw a stone at your enemy to attract his/her attention.
Gargoyle Fighter	Warlord's Tenacity	This ability allows Warriors to temporarily boost hit points to get through tough situations. The exertion takes its toll, though. These hit points dissipate over the course of a minute and leave the Warrior weaker than when Warlord's Tenacity started.
Goblin Rogue	Attack Speed	Increases your attack speed.
Goblin Rogue	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Goblin Rogue	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Goblin Rogue	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Goblin Rogue	Goblin Smoke Bomb	Throws a smoke bomb at your feet. , possibly causing your enemies to lose track of you and rendering you invisible for a short time. Higher ranks make it more likely for your enemies to lose track of you.
Goblin Rogue	Hamstring	Strikes your target's hamstring, slowing target's movement rate for a short time.
Goblin Rogue	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Goblin Rogue	Hotfoot	Heats up the feet slightly, urging the target to run faster.
Goblin Rogue	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Goblin Rogue	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Goblin Rogue	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Goblin Rogue	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Goblin Rogue	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Goblin Rogue	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Goblin Rogue	Lesion	Strikes a deep wound in your opponent, causing him/her to bleed for 30 seconds.
Goblin Rogue	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Goblin Rogue	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Goblin Rogue	Raging Flurry	This ability allows you to perform up to two additional attacks from your primary hand.
Goblin Rogue	Slippery Attacks	This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent fails to riposte you by 20 percent.
Goblin Rogue	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Goblin Rogue	Throw Stone	Throw a stone at your enemy to attract his/her attention.
Goblin Shaman	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Goblin Shaman	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Goblin Shaman	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Goblin Shaman	Cure Poison	Removes major poisons from your target's body.
Goblin Shaman	Cure Poison	Removes minor poisons from your target's body.
Goblin Shaman	Cure Poison	Removes moderate poisons from your target's body.
Goblin Shaman	Cure Poison	Removes severe poisons from your target's body.
Goblin Shaman	Frost	Wraps your target in terrible spirits of ice, freezing target's skin. and causing cold damage for 60 seconds.
Goblin Shaman	Goblin Smoke Bomb	Throws a smoke bomb at your feet. , possibly causing your enemies to lose track of you and rendering you invisible for a short time. Higher ranks make it more likely for your enemies to lose track of you.
Goblin Shaman	Heal Wounds	Heals your target's wounds.
Goblin Shaman	Healing Adept	This ability increases the maximum effectiveness of your healing spells by two, five, and ten percent.
Goblin Shaman	Healing Gift	This ability grants you a chance to score an exceptional heal at three, six, and ten percent. An exceptional heal doubles the healing value of the spell.
Goblin Shaman	Improved Cold Damage	This ability increases the damage done by your cold-based damage spells.
Goblin Shaman	Improved Healing	This ability increases the hit points restored by your healing spells.
Goblin Shaman	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Goblin Shaman	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Goblin Shaman	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Goblin Shaman	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Goblin Shaman	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Goblin Shaman	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Goblin Shaman	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Goblin Shaman	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Goblin Shaman	Innate Wisdom	This ability raises your base Wisdom by 2 points for each ability level.
Goblin Shaman	Mana Bolt	Strikes your target with an orb of glowing energy.
Goblin Shaman	Mana Preservation	Lowers the mana consumed when casting spells.
Goblin Shaman	Mental Clarity	This ability increases your natural mana regeneration by 1 point per ability level.
Goblin Shaman	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Goblin Shaman	Remove Curse	Clears your target of major curses.
Goblin Shaman	Remove Curse	Clears your target of minor curses.
Goblin Shaman	Remove Curse	Clears your target of moderate curses.
Goblin Shaman	Remove Curse	Clears your target of severe curses.
Goblin Shaman	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Goblin Shaman	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Goblin Shaman	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Goblin Shaman	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Goblin Shaman	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Goblin Wizard	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Goblin Wizard	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Goblin Wizard	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Goblin Wizard	Fire	Launches a ball of fire at your target.
Goblin Wizard	Fire Skin	Launches a ball of fire at your target.
Goblin Wizard	Frost	Summons a bolt of frost to strike your target.
Goblin Wizard	Frost of the Ancients	Summons a bolt of frost to strike your target.
Goblin Wizard	Goblin Smoke Bomb	Throws a smoke bomb at your feet. , possibly causing your enemies to lose track of you and rendering you invisible for a short time. Higher ranks make it more likely for your enemies to lose track of you.
Goblin Wizard	Improved Cold Damage	This ability increases the damage done by your cold-based damage spells.
Goblin Wizard	Improved Fire Damage	This ability increases the damage done by your fire-based damage spells.
Goblin Wizard	Improved Magic Damage	This ability increases the damage done by your magic-based damage spells.
Goblin Wizard	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Goblin Wizard	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Goblin Wizard	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Goblin Wizard	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Goblin Wizard	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Goblin Wizard	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Goblin Wizard	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Goblin Wizard	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Goblin Wizard	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Goblin Wizard	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Goblin Wizard	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Goblin Wizard	Mana Preservation	Lowers the mana consumed when casting spells.
Goblin Wizard	Mental Clarity	This ability increases your natural mana regeneration by 1 point per ability level.
Goblin Wizard	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Goblin Wizard	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Goblin Wizard	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Goblin Wizard	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Goblin Wizard	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Goblin Wizard	Thunder	Commands a lightning bolt to strike your target.
Imp Trickster	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Imp Trickster	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Imp Trickster	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Imp Trickster	Goblin Smoke Bomb	Throws a smoke bomb at your feet. , possibly causing your enemies to lose track of you and rendering you invisible for a short time. Higher ranks make it more likely for your enemies to lose track of you.
Imp Trickster	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Imp Trickster	Innate Charisma	This ability raises your base Charisma by 2 points for each ability level.
Imp Trickster	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Imp Trickster	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Imp Trickster	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Imp Trickster	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Imp Trickster	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Imp Trickster	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Imp Trickster	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Imp Trickster	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Imp Trickster	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Imp Trickster	Lethargy	Places your target in a state of lethargy, slowing target's attack rate for 18 seconds.
Imp Trickster	Levitation	Sprinkles your target with fairy dust, allowing him/her the gift of levitation and improved chance to dodge attacks.
Imp Trickster	Mana Bolt	Strikes your target with an orb of glowing energy.
Imp Trickster	Mana Preservation	Lowers the mana consumed when casting spells.
Imp Trickster	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Imp Trickster	Pure Thought	Clears your target's thoughts, increasing target's mana regeneration rate.
Imp Trickster	Remove Curse	Clears your target of major curses.
Imp Trickster	Remove Curse	Clears your target of minor curses.
Imp Trickster	Remove Curse	Clears your target of moderate curses.
Imp Trickster	Remove Curse	Clears your target of severe curses.
Imp Trickster	Sleep	Causes your target to fall asleep for a short time.
Imp Trickster	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.
Imp Trickster	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Imp Trickster	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Imp Trickster	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Imp Trickster	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Imp Trickster	Swarm of Pain	Summons a swarm of stinging insects to assault your target for 30 seconds.
Imp Wizard	Blink	Causes your body to shift rapidly between the ethereal and the material plane. Any attack made against you during this effect has high chance to miss, as it must strike you while you are in the correct plane.
Imp Wizard	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Imp Wizard	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Imp Wizard	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Imp Wizard	Fire	Launches a ball of fire at your target.
Imp Wizard	Fire Skin	Launches a ball of fire at your target.
Imp Wizard	Flight	Allows you to levitate.
Imp Wizard	Frost	Summons a bolt of frost to strike your target.
Imp Wizard	Frost of the Ancients	Summons a bolt of frost to strike your target.
Imp Wizard	Improved Cold Damage	This ability increases the damage done by your cold-based damage spells.
Imp Wizard	Improved Fire Damage	This ability increases the damage done by your fire-based damage spells.
Imp Wizard	Improved Magic Damage	This ability increases the damage done by your magic-based damage spells.
Imp Wizard	Improved Plane Shift	Decreases the reuse time for your Plane Shift abilities.
Imp Wizard	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Imp Wizard	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Imp Wizard	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Imp Wizard	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Imp Wizard	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Imp Wizard	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Imp Wizard	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Imp Wizard	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Imp Wizard	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Imp Wizard	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Imp Wizard	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Imp Wizard	Mana Preservation	Lowers the mana consumed when casting spells.
Imp Wizard	Mental Clarity	This ability increases your natural mana regeneration by 1 point per ability level.
Imp Wizard	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Imp Wizard	Plane Shift: Ethereal	Shifts your body completely into the ethereal plane, causing you to become immune to almost all physical attacks.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Imp Wizard	Plane Shift: Material	Shifts your body completely into the material plane, causing you to become impervious to nearly all magical attacks.
Imp Wizard	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.
Imp Wizard	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Imp Wizard	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Imp Wizard	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Imp Wizard	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Imp Wizard	Thunder	Commands a lightning bolt to strike your target.
Kobold Rogue	Attack Speed	Increases your attack speed.
Kobold Rogue	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Kobold Rogue	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Kobold Rogue	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Kobold Rogue	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Kobold Rogue	Goblin Smoke Bomb	Throws a smoke bomb at your feet. , possibly causing your enemies to lose track of you and rendering you invisible for a short time. Higher ranks make it more likely for your enemies to lose track of you.
Kobold Rogue	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Kobold Rogue	Hotfoot	Heats up the feet slightly, urging the target to run faster.
Kobold Rogue	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Kobold Rogue	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Kobold Rogue	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Kobold Rogue	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Kobold Rogue	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Kobold Rogue	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Kobold Rogue	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Kobold Rogue	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Kobold Rogue	Innate Strength	This ability raises your base Strength by 2 points for each ability level.
Kobold Rogue	Lesion	Strikes a deep wound in your opponent, causing him/her to bleed for 30 seconds.
Kobold Rogue	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Kobold Rogue	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Kobold Rogue	Play Dead	Causes you to fall to the ground and appear dead to most observers.
Kobold Rogue	Slippery Attacks	This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent fails to riposte you by 20 percent.
Kobold Rogue	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Kobold Rogue	Throw Stone	Throw a stone at your enemy to attract his/her attention.
Kobold Shaman	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Kobold Shaman	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Kobold Shaman	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Kobold Shaman	Cure Disease	Cures your target of major diseases.
Kobold Shaman	Cure Disease	Cures your target of minor diseases.
Kobold Shaman	Cure Disease	Cures your target of moderate diseases.
Kobold Shaman	Cure Disease	Cures your target of severe diseases.
Kobold Shaman	Frost	Wraps your target in terrible spirits of ice, freezing target's skin. and causing cold damage for 60 seconds.
Kobold Shaman	Heal Wounds	Heals your target's wounds.
Kobold Shaman	Healing Adept	This ability increases the maximum effectiveness of your healing spells by two, five, and ten percent.
Kobold Shaman	Healing Gift	This ability grants you a chance to score an exceptional heal at three, six, and ten percent. An exceptional heal doubles the healing value of the spell.
Kobold Shaman	Improved Cold Damage	This ability increases the damage done by your cold-based damage spells.
Kobold Shaman	Improved Healing	This ability increases the hit points restored by your healing spells.
Kobold Shaman	Improved Poison Damage	This ability increases the damage done by your poison-based damage spells.
Kobold Shaman	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Kobold Shaman	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Kobold Shaman	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Kobold Shaman	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Kobold Shaman	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Kobold Shaman	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Kobold Shaman	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Kobold Shaman	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Kobold Shaman	Innate Wisdom	This ability raises your base Wisdom by 2 points for each ability level.
Kobold Shaman	Mana Bolt	Strikes your target with an orb of glowing energy.
Kobold Shaman	Mana Preservation	Lowers the mana consumed when casting spells.
Kobold Shaman	Mental Clarity	This ability increases your natural mana regeneration by 1 point per ability level.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Kobold Shaman	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Kobold Shaman	Remove Curse	Clears your target of major curses.
Kobold Shaman	Remove Curse	Clears your target of minor curses.
Kobold Shaman	Remove Curse	Clears your target of moderate curses.
Kobold Shaman	Remove Curse	Clears your target of severe curses.
Kobold Shaman	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.
Kobold Shaman	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Kobold Shaman	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Kobold Shaman	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Kobold Shaman	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Minotaur Berserker	Armor Cleave	Cracks your target's armor.
Minotaur Berserker	Armor Cleave	Strikes your target with an orb of glowing energy.
Minotaur Berserker	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Minotaur Berserker	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Minotaur Berserker	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Minotaur Berserker	Feral Rage	Fills you with bloodlust, increasing your stats, your Regeneration, and your attack speed. The duration of this effect is random but is more likely to last longer while you are in combat.
Minotaur Berserker	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Minotaur Berserker	Gore	A powerful gore attack with your horns briefly stuns your target and causes bleeding damage for 30 seconds.
Minotaur Berserker	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Minotaur Berserker	Hotfoot	Heats up the feet slightly, urging the target to run faster.
Minotaur Berserker	Improved War Bellow	Lowers the reuse time of your War Bellow ability.
Minotaur Berserker	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Minotaur Berserker	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Minotaur Berserker	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Minotaur Berserker	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Minotaur Berserker	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Minotaur Berserker	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Minotaur Berserker	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Minotaur Berserker	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Minotaur Berserker	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Minotaur Berserker	Innate Strength	This ability raises your base Strength by 2 points for each ability level.
Minotaur Berserker	Innate Wisdom	This ability raises your base Wisdom by 2 points for each ability level.
Minotaur Berserker	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Minotaur Berserker	Natural Durability	This ability increases your maximum hit points by two percent per rank. (The percentages are based off of your base hit points, which include Stamina and Stamina effects.)
Minotaur Berserker	Pain Tolerance	Causes you to take less damage from melee attacks for a short time but also lowers the amount of damage you do with melee attacks.
Minotaur Berserker	Raging Flurry	This ability allows you to perform up to two additional attacks from your primary hand.
Minotaur Berserker	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Minotaur Berserker	Throw Stone	Throw a stone at your enemy to attract his/her attention.
Minotaur Berserker	War Bellow	A feral bellow rattles your opponents and inspires your group mates. Your opponents' attack speed is slowed, and your group's attack rating is increased.
Minotaur Berserker	Warlord's Tenacity	This ability allows Warriors to temporarily boost hit points to get through tough situations. The exertion takes its toll, though. These hit points dissipate over the course of a minute and leave the Warrior weaker than when Warlord's Tenacity started.
Minotaur Brute	Armor Cleave	Cracks your target's armor.
Minotaur Brute	Armor Cleave	Strikes your target with an orb of glowing energy.
Minotaur Brute	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Minotaur Brute	Combat Stability	This ability increases melee damage mitigation by two percent per rank.
Minotaur Brute	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Minotaur Brute	Enduring Voice	This ability decreases the amount of time required between uses of Enraging Bellow by 10 percent per rank. You may train in this ability once each level upon reaching level 63.
Minotaur Brute	Enraging Bellow	Causes all enemies in a small radius to become enraged at you.
Minotaur Brute	Extended Shielding	Each rank in this ability increases the range of your shielding ability.
Minotaur Brute	Feral Rage	Fills you with bloodlust, increasing your stats, your Regeneration, and your attack speed. The duration of this effect is random but is more likely to last longer while you are in combat.
Minotaur Brute	Feral Roar	An angry bellow causes great anger in your target, provoking him/her to attack you.
Minotaur Brute	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Minotaur Brute	Gore	A powerful gore attack with your horns briefly stuns your target and causes bleeding damage for 30 seconds.
Minotaur Brute	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Minotaur Brute	Hotfoot	Heats up the feet slightly, urging the target to run faster.
Minotaur Brute	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Minotaur Brute	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Minotaur Brute	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Minotaur Brute	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Minotaur Brute	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Minotaur Brute	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Minotaur Brute	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Minotaur Brute	Innate Strength	This ability raises your base Strength by 2 points for each ability level.
Minotaur Brute	Living Shield	This extends your capacity to act as a living shield. This ability adds 12 seconds per rank to the duration of your /SHIELD. You may train the ranks of this ability at or after levels 61, 63, and 65.
Minotaur Brute	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Minotaur Brute	Natural Durability	This ability increases your maximum hit points by two percent per rank. (The percentages are based off of your base hit points, which include Stamina and Stamina effects.)
Minotaur Brute	Pain Tolerance	Causes you to take less damage from melee attacks for a short time but also lowers the amount of damage you do with melee attacks.
Minotaur Brute	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Minotaur Brute	Raging Flurry	This ability allows you to perform up to two additional attacks from your primary hand.
Minotaur Brute	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Minotaur Brute	Spiritfury	Calls the fury of the spirits and creates a damage shield around the caster.
Minotaur Brute	Stalwart Endurance	This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Minotaur Brute	Tactical Mastery	Studying one's opponent for weaknesses provides the knowledge and ability to pierce through advanced defenses. Each rank of this ability grants an increasing chance of bypassing an opponent's special defenses, such as dodge, block, parry, and riposte.
Minotaur Brute	Throw Stone	Throw a stone at your enemy to attract his/her attention.
Minotaur Brute	Warlord's Tenacity	This ability allows Warriors to temporarily boost hit points to get through tough situations. The exertion takes its toll, though. These hit points dissipate over the course of a minute and leave the Warrior weaker than when Warlord's Tenacity started.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Orc Battle Rager	Armor Cleave	Cracks your target's armor.
Orc Battle Rager	Armor Cleave	Strikes your target with an orb of glowing energy.
Orc Battle Rager	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Orc Battle Rager	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Orc Battle Rager	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Orc Battle Rager	Feral Rage	Fills you with bloodlust, increasing your stats, your Regeneration, and your attack speed. The duration of this effect is random but is more likely to last longer while you are in combat.
Orc Battle Rager	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Orc Battle Rager	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Orc Battle Rager	Hotfoot	Heats up the feet slightly, urging the target to run faster.
Orc Battle Rager	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Orc Battle Rager	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Orc Battle Rager	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Orc Battle Rager	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Orc Battle Rager	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Orc Battle Rager	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Orc Battle Rager	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Orc Battle Rager	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Orc Battle Rager	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Orc Battle Rager	Innate Strength	This ability raises your base Strength by 2 points for each ability level.
Orc Battle Rager	Innate Wisdom	This ability raises your base Wisdom by 2 points for each ability level.
Orc Battle Rager	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Orc Battle Rager	Natural Durability	This ability increases your maximum hit points by two percent per rank. (The percentages are based off of your base hit points, which include Stamina and Stamina effects.)
Orc Battle Rager	Pain Tolerance	Causes you to take less damage from melee attacks for a short time but also lowers the amount of damage you do with melee attacks.
Orc Battle Rager	Raging Flurry	This ability allows you to perform up to two additional attacks from your primary hand.
Orc Battle Rager	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Orc Battle Rager	Throw Stone	Throw a stone at your enemy to attract his/her attention.
Orc Battle Rager	Warlord's Tenacity	This ability allows Warriors to temporarily boost hit points to get through tough situations. The exertion takes its toll, though. These hit points dissipate over the course of a minute and leave the Warrior weaker than when Warlord's Tenacity started.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Orc Brute	Armor Cleave	Cracks your target's armor.
Orc Brute	Armor Cleave	Strikes your target with an orb of glowing energy.
Orc Brute	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Orc Brute	Combat Stability	This ability increases melee damage mitigation by two percent per rank.
Orc Brute	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Orc Brute	Enduring Voice	This ability decreases the amount of time required between uses of Enraging Bellow by 10 percent per rank. You may train in this ability once each level upon reaching level 63.
Orc Brute	Enraging Bellow	Causes all enemies in a small radius to become enraged at you.
Orc Brute	Extended Shielding	Each rank in this ability increases the range of your shielding ability.
Orc Brute	Feral Rage	Fills you with bloodlust, increasing your stats, your Regeneration, and your attack speed. The duration of this effect is random but is more likely to last longer while you are in combat.
Orc Brute	Feral Roar	An angry bellow causes great anger in your target, provoking him/her to attack you.
Orc Brute	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Orc Brute	Gore	A powerful gore attack with your horns briefly stuns your target and causes bleeding damage for 30 seconds.
Orc Brute	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Orc Brute	Hotfoot	Heats up the feet slightly, urging the target to run faster.
Orc Brute	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Orc Brute	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Orc Brute	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Orc Brute	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Orc Brute	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Orc Brute	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Orc Brute	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Orc Brute	Innate Strength	This ability raises your base Strength by 2 points for each ability level.
Orc Brute	Living Shield	This extends your capacity to act as a living shield. This ability adds 12 seconds per rank to the duration of your /SHIELD. You may train the ranks of this ability at or after levels 61, 63, and 65.
Orc Brute	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Orc Brute	Natural Durability	This ability increases your maximum hit points by two percent per rank. (The percentages are based off of your base hit points, which include Stamina and Stamina effects.)
Orc Brute	Pain Tolerance	Causes you to take less damage from melee attacks for a short time but also lowers the amount of damage you do with melee attacks.
Orc Brute	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Orc Brute	Raging Flurry	This ability allows you to perform up to two additional attacks from your primary hand.
Orc Brute	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Orc Brute	Spiritfury	Calls the fury of the spirits and creates a damage shield around the caster.
Orc Brute	Stalwart Endurance	This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Orc Brute	Tactical Mastery	Studying one's opponent for weaknesses provides the knowledge and ability to pierce through advanced defenses. Each rank of this ability grants an increasing chance of bypassing an opponent's special defenses, such as dodge, block, parry, and riposte.
Orc Brute	Throw Stone	Throw a stone at your enemy to attract his/her attention.
Orc Brute	Warlord's Tenacity	This ability allows Warriors to temporarily boost hit points to get through tough situations. The exertion takes its toll, though. These hit points dissipate over the course of a minute and leave the Warrior weaker than when Warlord's Tenacity started.
Raptor Beast	Armor Cleave	Cracks your target's armor.
Raptor Beast	Armor Cleave	Strikes your target with an orb of glowing energy.
Raptor Beast	Attack Speed	Increases your attack speed.
Raptor Beast	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Raptor Beast	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Raptor Beast	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Raptor Beast	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Raptor Beast	Hamstring	Strikes your target's hamstring, slowing target's movement rate for a short time.
Raptor Beast	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Raptor Beast	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Raptor Beast	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Raptor Beast	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Raptor Beast	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Raptor Beast	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Raptor Beast	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Raptor Beast	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Raptor Beast	Lesion	Strikes a deep wound in your opponent, causing him/her to bleed for 30 seconds.
Raptor Beast	Maul	Mauls your target with savage fury, causing moderate damage.
Raptor Beast	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Raptor Beast	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Raptor Beast	Slippery Attacks	This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent fails to riposte you by 20 percent.
Raptor Beast	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Raptor Beast	Ward of the Raptor	Places the Ward of the Raptor upon your group, increasing the group's attack rate for 15 minutes.
Scaled Wolf Beast	Armor Cleave	Cracks your target's armor.
Scaled Wolf Beast	Armor Cleave	Strikes your target with an orb of glowing energy.
Scaled Wolf Beast	Attack Speed	Increases your attack speed.
Scaled Wolf Beast	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Scaled Wolf Beast	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Scaled Wolf Beast	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Scaled Wolf Beast	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Scaled Wolf Beast	Hamstring	Strikes your target's hamstring, slowing target's movement rate for a short time.
Scaled Wolf Beast	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Scaled Wolf Beast	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Scaled Wolf Beast	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Scaled Wolf Beast	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Scaled Wolf Beast	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Scaled Wolf Beast	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Scaled Wolf Beast	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Scaled Wolf Beast	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Scaled Wolf Beast	Lesion	Strikes a deep wound in your opponent, causing him/her to bleed for 30 seconds.
Scaled Wolf Beast	Maul	Mauls your target with savage fury, causing moderate damage.
Scaled Wolf Beast	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Scaled Wolf Beast	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Scaled Wolf Beast	Slippery Attacks	This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent fails to riposte you by 20 percent.
Scaled Wolf Beast	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Scaled Wolf Beast	Ward of the Scaled Wolf	Places the Ward of the Scaled Wolf upon your group, increasing the group's armor class and run speed for one hour.
Scarecrow Mind Bender	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Scarecrow Mind Bender	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Scarecrow Mind Bender	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Scarecrow Mind Bender	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Scarecrow Mind Bender	Innate Charisma	This ability raises your base Charisma by 2 points for each ability level.
Scarecrow Mind Bender	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Scarecrow Mind Bender	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Scarecrow Mind Bender	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Scarecrow Mind Bender	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Scarecrow Mind Bender	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Scarecrow Mind Bender	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Scarecrow Mind Bender	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Scarecrow Mind Bender	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Scarecrow Mind Bender	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Scarecrow Mind Bender	Invisibility	Cloaks your group in a cloud of invisibility.
Scarecrow Mind Bender	Lethargy	Places your target in a state of lethargy, slowing target's attack rate for 18 seconds.
Scarecrow Mind Bender	Levitation	Sprinkles your target with fairy dust, allowing him/her the gift of levitation and improved chance to dodge attacks.
Scarecrow Mind Bender	Mana Bolt	Strikes your target with an orb of glowing energy.
Scarecrow Mind Bender	Mana Preservation	Lowers the mana consumed when casting spells.
Scarecrow Mind Bender	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Scarecrow Mind Bender	Sleep	Causes your target to fall asleep for a short time.
Scarecrow Mind Bender	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.
Scarecrow Mind Bender	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Scarecrow Mind Bender	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Scarecrow Mind Bender	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Scarecrow Mind Bender	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Scarecrow Mind Bender	Swarm of Pain	Summons a swarm of stinging insects to assault your target for 30 seconds.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Skeleton Wizard	Blink	Causes your body to shift rapidly between the ethereal and the material plane. Any attack made against you during this effect has high chance to miss, as it must strike you while you are in the correct plane.
Skeleton Wizard	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Skeleton Wizard	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Skeleton Wizard	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Skeleton Wizard	Fire	Launches a ball of fire at your target.
Skeleton Wizard	Fire Skin	Launches a ball of fire at your target.
Skeleton Wizard	Flight	Allows you to levitate.
Skeleton Wizard	Frost	Summons a bolt of frost to strike your target.
Skeleton Wizard	Frost of the Ancients	Summons a bolt of frost to strike your target.
Skeleton Wizard	Improved Cold Damage	This ability increases the damage done by your cold-based damage spells.
Skeleton Wizard	Improved Fire Damage	This ability increases the damage done by your fire-based damage spells.
Skeleton Wizard	Improved Magic Damage	This ability increases the damage done by your magic-based damage spells.
Skeleton Wizard	Improved Plane Shift	Decreases the reuse time for your Plane Shift abilities.
Skeleton Wizard	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Skeleton Wizard	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Skeleton Wizard	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Skeleton Wizard	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Skeleton Wizard	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Skeleton Wizard	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Skeleton Wizard	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Skeleton Wizard	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Skeleton Wizard	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Skeleton Wizard	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Skeleton Wizard	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Skeleton Wizard	Mana Preservation	Lowers the mana consumed when casting spells.
Skeleton Wizard	Mental Clarity	This ability increases your natural mana regeneration by 1 point per ability level.
Skeleton Wizard	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Skeleton Wizard	Plane Shift: Ethereal	Shifts your body completely into the ethereal plane, causing you to become immune to almost all physical attacks.
Skeleton Wizard	Plane Shift: Material	Shifts your body completely into the material plane, causing you to become impervious to nearly all magical attacks.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Skeleton Wizard	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Skeleton Wizard	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Skeleton Wizard	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Skeleton Wizard	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Skeleton Wizard	Thunder	Commands a lightning bolt to strike your target.
Spectre Ethereal Stalker	Blink	Causes your body to shift rapidly between the ethereal and the material plane. Any attack made against you during this effect has high chance to miss, as it must strike you while you are in the correct plane.
Spectre Ethereal Stalker	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Spectre Ethereal Stalker	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Spectre Ethereal Stalker	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Spectre Ethereal Stalker	Fire	Launches a ball of fire at your target.
Spectre Ethereal Stalker	Fire Skin	Launches a ball of fire at your target.
Spectre Ethereal Stalker	Flight	Allows you to levitate.
Spectre Ethereal Stalker	Frost	Summons a bolt of frost to strike your target.
Spectre Ethereal Stalker	Frost of the Ancients	Summons a bolt of frost to strike your target.
Spectre Ethereal Stalker	Improved Cold Damage	This ability increases the damage done by your cold-based damage spells.
Spectre Ethereal Stalker	Improved Fire Damage	This ability increases the damage done by your fire-based damage spells.
Spectre Ethereal Stalker	Improved Magic Damage	This ability increases the damage done by your magic-based damage spells.
Spectre Ethereal Stalker	Improved Plane Shift	Decreases the reuse time for your Plane Shift abilities.
Spectre Ethereal Stalker	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Spectre Ethereal Stalker	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Spectre Ethereal Stalker	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Spectre Ethereal Stalker	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Spectre Ethereal Stalker	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Spectre Ethereal Stalker	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Spectre Ethereal Stalker	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Spectre Ethereal Stalker	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Spectre Ethereal Stalker	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Spectre Ethereal Stalker	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Spectre Ethereal Stalker	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Spectre Ethereal Stalker	Mana Preservation	Lowers the mana consumed when casting spells.
Spectre Ethereal Stalker	Mental Clarity	This ability increases your natural mana regeneration by 1 point per ability level.
Spectre Ethereal Stalker	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Spectre Ethereal Stalker	Plane Shift: Ethereal	Shifts your body completely into the ethereal plane, causing you to become immune to almost all physical attacks.
Spectre Ethereal Stalker	Plane Shift: Material	Shifts your body completely into the material plane, causing you to become impervious to nearly all magical attacks.
Spectre Ethereal Stalker	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Spectre Ethereal Stalker	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Spectre Ethereal Stalker	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Spectre Ethereal Stalker	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Spectre Ethereal Stalker	Thunder	Commands a lightning bolt to strike your target.
Sporali Shaman	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Sporali Shaman	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Sporali Shaman	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Sporali Shaman	Cure Disease	Cures your target of major diseases.
Sporali Shaman	Cure Disease	Cures your target of minor diseases.
Sporali Shaman	Cure Disease	Cures your target of moderate diseases.
Sporali Shaman	Cure Disease	Cures your target of severe diseases.
Sporali Shaman	Cure Poison	Removes major poisons from your target's body.
Sporali Shaman	Cure Poison	Removes minor poisons from your target's body.
Sporali Shaman	Cure Poison	Removes moderate poisons from your target's body.
Sporali Shaman	Cure Poison	Removes severe poisons from your target's body.
Sporali Shaman	Frost	Summons a bolt of frost to strike your target.
Sporali Shaman	Frost of the Ancients	Summons a bolt of frost to strike your target.
Sporali Shaman	Fungal Malady	Afflicts your target with a dark fungal malady that causes progressively more damage the longer it affects the target.
Sporali Shaman	Heal Wounds	Heals your target's wounds.
Sporali Shaman	Healing Adept	This ability increases the maximum effectiveness of your healing spells by two, five, and ten percent.
Sporali Shaman	Healing Gift	This ability grants you a chance to score an exceptional heal at three, six, and ten percent. An exceptional heal doubles the healing value of the spell.
Sporali Shaman	Improved Cold Damage	This ability increases the damage done by your cold-based damage spells.
Sporali Shaman	Improved Disease Damage	This ability increases the damage done by your disease-based damage spells.
Sporali Shaman	Improved Healing	This ability increases the hit points restored by your healing spells.
Sporali Shaman	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Sporali Shaman	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Sporali Shaman	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Sporali Shaman	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Sporali Shaman	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Sporali Shaman	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Sporali Shaman	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Sporali Shaman	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Sporali Shaman	Innate Wisdom	This ability raises your base Wisdom by 2 points for each ability level.
Sporali Shaman	Mana Bolt	Strikes your target with an orb of glowing energy.
Sporali Shaman	Mana Preservation	Lowers the mana consumed when casting spells.
Sporali Shaman	Mental Clarity	This ability increases your natural mana regeneration by 1 point per ability level.
Sporali Shaman	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Sporali Shaman	Remove Curse	Clears your target of major curses.
Sporali Shaman	Remove Curse	Clears your target of minor curses.
Sporali Shaman	Remove Curse	Clears your target of moderate curses.
Sporali Shaman	Remove Curse	Clears your target of severe curses.
Sporali Shaman	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.
Sporali Shaman	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Sporali Shaman	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Sporali Shaman	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Sporali Shaman	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Sporali Spore Wielder	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Sporali Spore Wielder	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Sporali Spore Wielder	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Sporali Spore Wielder	Flight	Allows you to levitate.
Sporali Spore Wielder	Fungal Malady	Afflicts your target with a dark fungal malady that causes progressively more damage the longer it affects the target.
Sporali Spore Wielder	Improved Disease Damage	This ability increases the damage done by your disease-based damage spells.
Sporali Spore Wielder	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Sporali Spore Wielder	Innate Charisma	This ability raises your base Charisma by 2 points for each ability level.
Sporali Spore Wielder	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Sporali Spore Wielder	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Sporali Spore Wielder	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Sporali Spore Wielder	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Sporali Spore Wielder	Innate Intelligence	This ability raises your base Intelligence by 2 points for each ability level.
Sporali Spore Wielder	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Sporali Spore Wielder	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Sporali Spore Wielder	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Sporali Spore Wielder	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Sporali Spore Wielder	Invisibility	Cloaks your group in a cloud of invisibility.
Sporali Spore Wielder	Lethargy	Places your target in a state of lethargy, slowing target's attack rate for 18 seconds.
Sporali Spore Wielder	Mana Bolt	Strikes your target with an orb of glowing energy.
Sporali Spore Wielder	Mana Preservation	Lowers the mana consumed when casting spells.
Sporali Spore Wielder	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Sporali Spore Wielder	Pure Thought	Clears your target's thoughts, increasing target's mana regeneration rate.
Sporali Spore Wielder	Sleep	Causes your target to fall asleep for a short time.
Sporali Spore Wielder	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.
Sporali Spore Wielder	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Sporali Spore Wielder	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Sporali Spore Wielder	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Sporali Spore Wielder	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Tiger Beast	Armor Cleave	Cracks your target's armor.
Tiger Beast	Armor Cleave	Strikes your target with an orb of glowing energy.
Tiger Beast	Attack Speed	Increases your attack speed.
Tiger Beast	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Tiger Beast	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Tiger Beast	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Tiger Beast	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Tiger Beast	Hamstring	Strikes your target's hamstring, slowing target's movement rate for a short time.
Tiger Beast	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Tiger Beast	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Tiger Beast	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Tiger Beast	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Tiger Beast	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Tiger Beast	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Tiger Beast	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Tiger Beast	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Tiger Beast	Lesion	Strikes a deep wound in your opponent, causing him/her to bleed for 30 seconds.
Tiger Beast	Maul	Mauls your target with savage fury, causing moderate damage.
Tiger Beast	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Tiger Beast	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Tiger Beast	Slippery Attacks	This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent fails to riposte you by 20 percent.
Tiger Beast	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Tiger Beast	Ward of the Tiger	Places the ward of the tiger upon your group, increasing the group's stats for 15 minutes.
Water Elemental Cleric	Blink	Causes your body to shift rapidly between the ethereal and the material plane. Any attack made against you during this effect has high chance to miss, as it must strike you while you are in the correct plane.
Water Elemental Cleric	Bright Eyes	Brightens your eyes, allowing you to see in the dark.
Water Elemental Cleric	Channeling Focus	This ability reduces the chance of your spell casts being interrupted.
Water Elemental Cleric	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Water Elemental Cleric	Cure Disease	Cures your target of major diseases.
Water Elemental Cleric	Cure Disease	Cures your target of minor diseases.
Water Elemental Cleric	Cure Disease	Cures your target of moderate diseases.
Water Elemental Cleric	Cure Disease	Cures your target of severe diseases.
Water Elemental Cleric	Cure Poison	Removes major poisons from your target's body.
Water Elemental Cleric	Cure Poison	Removes minor poisons from your target's body.
Water Elemental Cleric	Cure Poison	Removes moderate poisons from your target's body.
Water Elemental Cleric	Cure Poison	Removes severe poisons from your target's body.
Water Elemental Cleric	Flight	Allows you to levitate.
Water Elemental Cleric	Heal Wounds	Heals your target's wounds.
Water Elemental Cleric	Healing Adept	This ability increases the maximum effectiveness of your healing spells by two, five, and ten percent.
Water Elemental Cleric	Healing Gift	This ability grants you a chance to score an exceptional heal at three, six, and ten percent. An exceptional heal doubles the healing value of the spell.
Water Elemental Cleric	Improved Healing	This ability increases the hit points restored by your healing spells.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Water Elemental Cleric	Improved Plane Shift	Decreases the reuse time for your Plane Shift abilities.
Water Elemental Cleric	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Water Elemental Cleric	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Water Elemental Cleric	Innate Disease Protection	This ability raises your base Save vs. Disease by 2 points for each ability level.
Water Elemental Cleric	Innate Fire Protection	This ability raises your base Save vs. Fire by 2 points for each ability level.
Water Elemental Cleric	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Water Elemental Cleric	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Water Elemental Cleric	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Water Elemental Cleric	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Water Elemental Cleric	Innate Wisdom	This ability raises your base Wisdom by 2 points for each ability level.
Water Elemental Cleric	Mana Bolt	Strikes your target with an orb of glowing energy.
Water Elemental Cleric	Mana Preservation	Lowers the mana consumed when casting spells.
Water Elemental Cleric	Mental Clarity	This ability increases your natural mana regeneration by 1 point per ability level.
Water Elemental Cleric	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Water Elemental Cleric	Plane Shift: Ethereal	Shifts your body completely into the ethereal plane, causing you to become immune to almost all physical attacks.
Water Elemental Cleric	Plane Shift: Material	Shifts your body completely into the material plane, causing you to become impervious to nearly all magical attacks.
Water Elemental Cleric	Remove Curse	Clears your target of major curses.
Water Elemental Cleric	Remove Curse	Clears your target of minor curses.
Water Elemental Cleric	Remove Curse	Clears your target of moderate curses.
Water Elemental Cleric	Remove Curse	Clears your target of severe curses.
Water Elemental Cleric	Spell Casting Fury	This ability gives you a chance to land critical hits with your direct damage spells.
Water Elemental Cleric	Spell Casting Reinforcement	This ability increases the duration of beneficial spells that you cast.
Water Elemental Cleric	Spell Casting Subtlety	After you train in this ability, NPCs notice your magical activities less.
Water Elemental Cleric	Spell Haste	Lowers the cast time of your spells with a cast time greater than three seconds.
Water Elemental Cleric	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Werewolf Beast	Armor Cleave	Cracks your target's armor.
Werewolf Beast	Armor Cleave	Strikes your target with an orb of glowing energy.
Werewolf Beast	Attack Speed	Increases your attack speed.
Werewolf Beast	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Werewolf Beast	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Werewolf Beast	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Werewolf Beast	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Werewolf Beast	Hamstring	Strikes your target's hamstring, slowing target's movement rate for a short time.
Werewolf Beast	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Werewolf Beast	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Werewolf Beast	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Werewolf Beast	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Werewolf Beast	Innate Poison Protection	This ability raises your base Save vs. Poison by 2 points for each ability level.
Werewolf Beast	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Werewolf Beast	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Werewolf Beast	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Werewolf Beast	Lesion	Strikes a deep wound in your opponent, causing him/her to bleed for 30 seconds.
Werewolf Beast	Maul	Mauls your target with savage fury, causing moderate damage.
Werewolf Beast	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Werewolf Beast	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Werewolf Beast	Slippery Attacks	This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent fails to riposte you by 20 percent.
Werewolf Beast	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Werewolf Beast	Throw Stone	Throw a stone at your enemy to attract his/her attention.
Werewolf Beast	Ward of the Garou	Fills your group with the spirit of the garou, increasing the group's attack speed and attack power for 15 minutes.
Wolf Beast	Armor Cleave	Cracks your target's armor.
Wolf Beast	Armor Cleave	Strikes your target with an orb of glowing energy.
Wolf Beast	Attack Speed	Increases your attack speed.
Wolf Beast	Combat Agility	This ability increases your melee damage avoidance by two percent per rank.
Wolf Beast	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Wolf Beast	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Wolf Beast	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Wolf Beast	Hamstring	Strikes your target's hamstring, slowing target's movement rate for a short time.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Wolf Beast	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Wolf Beast	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Wolf Beast	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Wolf Beast	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Wolf Beast	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Wolf Beast	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Wolf Beast	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Wolf Beast	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Wolf Beast	Lesion	Strikes a deep wound in your opponent, causing him/her to bleed for 30 seconds.
Wolf Beast	Maul	Mauls your target with savage fury, causing moderate damage.
Wolf Beast	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Wolf Beast	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Wolf Beast	Raging Flurry	This ability allows you to perform up to two additional attacks from your primary hand.
Wolf Beast	Slippery Attacks	This ability makes it more difficult for opponents to riposte your offhand attacks. Each rank increases the chance that your opponent fails to riposte you by 20 percent.
Wolf Beast	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Wolf Beast	Ward of the Wolf	Places the Ward of the Wolf upon you group, increasing the group's run speed for 15 minutes.
Zombie Fighter	Combat Fury	This ability increases your chance to land a critical hit. Non-Warriors nearly match the original critical hit abilities of Warriors, who remain significantly ahead of other classes.
Zombie Fighter	Combat Stability	This ability increases melee damage mitigation by two percent per rank.
Zombie Fighter	Double Riposte	This ability gives you a 10 percent chance to execute a double riposte per rank.
Zombie Fighter	Enduring Voice	This ability decreases the amount of time required between uses of Enraging Bellow by 10 percent per rank. You may train in this ability once each level upon reaching level 63.
Zombie Fighter	Enraging Bellow	Causes all enemies in a small radius to become enraged at you.
Zombie Fighter	Extended Shielding	Each rank in this ability increases the range of your shielding ability.
Zombie Fighter	Feral Rage	Fills you with bloodlust, increasing your stats, your Regeneration, and your attack speed. The duration of this effect is random but is more likely to last longer while you are in combat.
Zombie Fighter	Feral Roar	An angry bellow causes great anger in your target, provoking him/her to attack you.

Spirit Shroud Name	Spirit Shroud Ability	Spirit Shroud Description
Zombie Fighter	Feral Wrath	This ability increases the damage you cause when you land a critical hit on a melee attack. This ability does not affect special attacks.
Zombie Fighter	Heightened Endurance	This ability raises your natural endurance regeneration by 1 point per ability level.
Zombie Fighter	Hotfoot	Heats up the feet slightly, urging the target to run faster.
Zombie Fighter	Innate Agility	This ability raises your base Agility by 2 points for each ability level.
Zombie Fighter	Innate Cold Protection	This ability raises your base Save vs. Cold by 2 points for each ability level.
Zombie Fighter	Innate Dexterity	This ability raises your base Dexterity by 2 points for each ability level.
Zombie Fighter	Innate Magic Protection	This ability raises your base Save vs. Magic by 2 points for each ability level.
Zombie Fighter	Innate Regeneration	This ability raises your Regeneration ability by 1 point per ability level.
Zombie Fighter	Innate Run Speed	This ability slightly modifies your base run speed. This modification does <i>not</i> stack with movement rate spell effects.
Zombie Fighter	Innate Stamina	This ability raises your base Stamina by 2 points for each ability level.
Zombie Fighter	Innate Strength	This ability raises your base Strength by 2 points for each ability level.
Zombie Fighter	Living Shield	This extends your capacity to act as a living shield. This ability adds 12 seconds per rank to the duration of your /SHIELD. You may train the ranks of this ability at or after levels 61, 63, and 65.
Zombie Fighter	Mystical Attuning	This ability increases the number of mystical effects that can affect you at once by one per rank.
Zombie Fighter	Natural Durability	This ability increases your maximum hit points by two percent per rank. (The percentages are based off of your base hit points, which include Stamina and Stamina effects.)
Zombie Fighter	Pain Tolerance	Causes you to take less damage from melee attacks for a short time but also lowers the amount of damage you do with melee attacks.
Zombie Fighter	Physical Enhancement	This ability gives you additional improvements in your Natural Durability, Avoidance Boost, and Mitigation Boost.
Zombie Fighter	Raging Flurry	This ability allows you to perform up to two additional attacks from your primary hand.
Zombie Fighter	Spirit Sending	Returns you to the Spirit Shroud master that transformed you.
Zombie Fighter	Spiritfury	Calls the fury of the spirits and creates a damage shield around the caster.
Zombie Fighter	Stalwart Endurance	This ability grants a chance to endure what would otherwise be a stunning blow, from any angle, without being stunned.
Zombie Fighter	Tactical Mastery	Studying one's opponent for weaknesses provides the knowledge and ability to pierce through advanced defenses. Each rank of this ability grants an increasing chance of bypassing an opponent's special defenses, such as dodge, block, parry, and riposte.
Zombie Fighter	Throw Stone	Throw a stone at your enemy to attract his/her attention.
Zombie Fighter	Warlord's Tenacity	This ability allows Warriors to temporarily boost hit points to get through tough situations. The exertion takes its toll, though. These hit points dissipate over the course of a minute and leave the Warrior weaker than when Warlord's Tenacity started.